







# JUAN CASSINELLO

Senior Gameplay Engineer  
Former Studio Director  
PC & Console Titles  
Unreal Engine

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## Summary

Senior Gameplay Engineer and former Studio Director with 10+ years shipping PC and console games. Specialized in Unreal Engine, gameplay systems, and leading cross-functional teams. Proven track record delivering commercial titles and managing full production cycles.

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## Selected Projects

### **DESOLATIUM 2 (Completed, Unreleased)**

*Studio Director & Senior Gameplay Engineer*

- Led a fully remote, international cross-functional team (programming, art, design, audio).
- Directed gameplay systems development using Unreal Engine.
- Coordinated external partners (voice actors, composer).
- Owned production planning and milestone delivery.

### **DESOLATIUM**

- Designed and implemented gameplay systems.
- Shipped on PC and consoles.

### **MAGICAL BAKERY**

- Implemented core gameplay features.
- Supported production coordination.

### **PETIT ISLAND**

- Ported to PS5, Xbox, and Nintendo Switch, optimizing performance for each platform.

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## Work Experience

### **SUPERLUMEN 2015 - 2026**

*Studio Director & Senior Software Engineer*

- Co-founded and led a game studio acquired by a publisher (SOEDESCO)
- Managed a team of 15 developers across multiple shipped game titles.
- Delivered commercial games on PC and consoles (PS5, Xbox, Switch)
- Led gameplay systems and Unreal Engine development.
- Coordinated with publishers, QA, and external partners.

### **ACCENTURE 2005 - 2013**

*Software Engineer*

- Developed enterprise software solutions for high-profile clients (Vodafone, Murcia Public Health Service).
- Worked on large-scale systems using agile methodologies.
- Strengthened skills in clean code, teamwork, and stakeholder communication.

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## Education

Bachelor's Degree in Computer Engineering | UCAM | 2000 - 2005

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## Language

**Spanish:** Native.

**English:** Professional working proficiency.