



Diego Tobarra

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About me:

I always give the best of myself and I put effort, passion and creativity in everything I do. I consider myself an honest person, with helpful attitude and always looking forward to learning more. My creed is vision, perseverance and critical thinking. The application of games to serious purposes is one of my favorite fields of interest, and they are the new advances in technologies such as Virtual Reality or Artificial Intelligence. I am also interested in video games, computer science, algorithms and user experience.



Education

2017-2019 M.Sc. in Digital Media Engineering, specialized in Computer Games at Technical University of Denmark (DTU), Copenhagen, Denmark.

February 2016 - July, 2016 Erasmus+, B.S. in Software Engineering at University of Southern Denmark (SDU), Odense, Denmark.

2011-2017 B.Sc. in Computer Management & Information Systems Engineering at Universidad del País Vasco (EHU), Vitoria-Gasteiz, Spain.

2009-2011 A Levels specializing in science and technology, San Prudencio Institute, Vitoria-Gasteiz, Spain.

Subjects studied:

Maths, English Language, Physics, Technical Design, Philosophy, History, Basque

2001-2007 GCSE, San Prudencio Institute, Vitoria-Gasteiz, Spain

Subjects studied:

Maths, English Language, Physics and Chemistry, History, French, Basque



Work Experience

October 2017-present Web application developer and IT specialist at Rigshospitalet, Copenhagen, Denmark.

- Projects:
 - Web application for information sharing between different departments.
 - Web application for smart searches using language interpretation.

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July-September 2016 **Software engineer and video game developer** at HEIG-VD **university**, Yverdon-les-bains, Switzerland. Summer job.

- Project: Development of a crisis simulation serious game using VR devices such as Oculus Rift and Kinect and Unity as the game engine.

October 2016-June 2017 **Sales** at Al Dente fresh pasta shop, Vitoria-Gasteiz, Spain. Part-time job.

June-July: 2011-2017 **Ticket office attendant and computer maintenance** at Jazz Festival of VG, Vitoria-Gasteiz, Spain.

June 209 – July 2009 : **AutoCAD support designer and administrative office work** at Igoan-solar, Vitoria-Gasteiz, Spain.



Software Skills

- Unity3D & Unreal Engine 4
- MySQL, SQLite and MongoDB
- Programming languages:
 - Advanced level: Java, Javascript, C#, SQL, PHP and HTML5
 - Average level: C++, Python and Matlab
 - Frameworks: Node, Bootstrap, Meteor, ASP.NET MVC
- Unix Systems, Data-base administrator using Oracle
- Experience using Windows, Linux or Mac OS
- Web Development: JQuery and Bootstrap. Java servlets and JSP architecture.



Additional Skills

- **Languages:**
 - Spanish: native
 - English: fluent, possession of C1 IELTS certificate and CAE
 - Basque: fluent
 - French: average
 - Danish: basic
 - Modern Greek: basic
- Clean Spanish driving licence



Other Activities

- **Work related:** Videogames programming during free time, using C# and Unity3D
- **Music:** Self-learner of piano playing, drums player in the last 2 years and electronic music courses
- **Sports:** Football trainer of 9-11 years old children.