

LOCATION
[Ourense, Spain](#)

LINKEDIN
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DRIVER's LICENSE: B



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SUMMARY

I'm Daniel, a passionate FullStack and Computer Graphics Software Engineer. My strengths are my positive attitude and my abilities for teamwork and fast-learn. I'm cooperative, committed and confident in agile methodologies. During my near of two years of experience I've improved the companies workflows and achieved the goals in a solid and scalable way. Focused on clean APIs, 3D stuff and process automation.

BACKGROUND

- Generalist with **C++** and **Python**
- **OpenGL** and a bit of CUDA in C++
- **BackEnd** with **Go** (e.g. RESTful APIs)
- **FrontEnd** with **HTML5**, **CSS3** and **JS**
- **Automation** with **Bash** and **Python**

ACADEMIC PROJECTS

Bachelor's thesis: App to improve the transition from application mockup to its development. [🔗](#)

Master's thesis: Creation of procedural animations transitions for many motion-captured real animations. [🔗](#)

EXPERIENCE

FullStack and Computer Graphics Software Engineer at GBT-UPM in Madrid (Spain)
from Jun 2018 to Jul 2019 [🔗](#)

- Part of the team that build an environment with Unity 3D for the creation / edition and simulation of minimally invasive surgery tasks.
- Reduction of 75% the code to maintain , implementing a RESTful API for the DB's C.R.U.D. including a licensing system.
- Improve the surgeons' UX during the evaluation of its students building a web app to digest metrics from the project main tool.
- Construction of the brand of the project from the logos to the landing page, achieving a strong visual identity adapted to the target market.

FullStack Software Engineer at PROFOCUS in Ourense (Spain)
from Jan 2017 to Apr 2017

Automation of internal processes in the production line of a e-commerce photography studio, from product reception to the invoicing stage. Saving time and resources.

EDUCATION

- MSc in Computer Graphics, Games and VR at U. Rey Juan Carlos in Madrid (Spain) on 2019
- BSc in Computer Science at U. Of Vigo in Ourense (Spain) on 2017

SKILLS

C++ Python Golang JavaScript C#
OpenGL Qt Unity 3D-Maths
Git OOP MVC SOLID SQL
Docker Linux Bash
Multithreading

Daniel Camba Lamas

Do not hesitate to contact me for anything at cambalamas@gmail.com