

Daniel Camba Lamas

C++ and 3D Graphics Software Engineer

[cambalamas.com](mailto:hello@cambalamas.com) hello@cambalamas.com [Ourense, Spain](#) Native B1 B

ABOUT ME

I am a passionate Software Engineer with experience building tools and applications focused on the final user. This includes a 3D training environment, low-level tasks around OpenGL, multi-threading and memory management as well as RESTful APIs, token-based authentication, licensing systems and vanilla frontend.

EXPERIENCE

Freelance Developer 09/2019 - Present

Development of management applications for small businesses in my hometown, learning to deal firsthand with the client and their needs.

R&D Engineer 06/2018 - 07/2019

Polytechnical university of Madrid – Bioengineering Group

- Maintenance of side and legacy C++ projects fixing memory-leaks, minor bugs, addition of multi-threading and C++17 features.
- Co-developer of a 3D training env, built on Unity 3D for the creation, edition and simulation of minimally invasive surgery tasks.
- Lead developer on the migration from a monolithic to a RESTful API system, saving in 75% the code to maintain with a common interface for database operations with user-auth and licensing system.

Backend Engineer 01/2017 - 04/2017

Profocus Estudio - Ecommerce Photography Studio

Workflow improvement, from product reception to the invoicing stage, reducing one-week tasks to two-day tasks. Saving time and resources.

PROJECTS

MSc and Personal projects : (Videos and code on my portfolio)

- **CATCHED** : A non-interactive game to explore AI based on decision trees with safe areas, targets and power-ups.
- **GRIMOIRE** : Interactive Hack&Slash game with melee and range combat; crowd management, waves and difficulty grading.
- **WATERCOLOR** : Draw 3D as watercolor using deferred shading, many perlin noises, toon-shading and implementing hand-wobble.
- **PROCEDURAL TERRAIN** : Using patches for tessellation shaders, perlin for random height map and L.O.D. based on camera distance.
- **CONV FILTERS** : Apply post-processing masks to 3D scene.
- **2D IK** : Solvig Jacobian matrices to get inverse kinematic of a 2D arm.

MSc Thesis : Interactive Motion Graph

From scratch 3D interactive animator that load real motion-capture data and computes interpolations between different animations.

BSc Thesis : Interactive mockup definition

Allows you to prototype the behaviour of an application using mockups for a better customer's understanding of the final product.

SKILLS

★★★

C++17, 3D Maths, OpenGL, Shaders, GLFW, HTML, CSS, JS, SQL, REST APIs

★★★

Multi-threading, memory-management, Unity, Python 3.x, Go.

★★★

CUDA, TDD, Docker, Qt, Vulkan, NoSQL, Arduino.

TOOLS

Catch2, Valgrind, GDB, Plotly.

EDUCATION

2017 - 2019

MSc Computer Graphics

OpenGL, CUDA, 3D Maths

University Rey Juan Carlos
Madrid, Spain

2012 - 2017

BSc Computer Science

Patterns, Algorithms, UI/UX

University of Vigo
Ourense, Spain

HOBBIES

CrossFit
Cooking
Photography

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