

Curriculum Vitae



Personal Information

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Portfolio: <https://danielperpar.github.io/portfolio>

Education

09/2016 – 10/2017

Master's Degree in Video Game Design and Development – Universitat Politècnica de Catalunya
Contents:

- Game Design
- Development in C#, C++

Final Project: Metalhalla

- 2.5 Platformer implemented with Unity3D. The player takes the role of a young viking whose village has been invaded and destroyed by a wicked sorcerer.
- Website : <https://metalhalla.carrd.co>
- [Link to gameplay video](#)

Programming projects in C++:

- **Tribute to Streets of Rage:**
 - First level of the game implemented with SDL. There is one type of enemy and the first boss.
 - [Link to gameplay video](#)
 - [Link to the web site](#)
 - [Link to the code repository](#)
 - [Link to the latest release](#)

09/2005 – 06/2011

Technical Telecommunication Engineering in Electronic Systems at Universitat Autònoma de Barcelona. End of degree project: **design of an amplifier with gain and phase control.**

- Design and analysis of digital and analogic electronic circuits
- Signal processing
- Microprocessors programming
- C programming
- Microelectronic design

Personal Projects

04/2017 - present

Anima Game Engine

- 3D game engine written in C++ using OpenGL 3.3. Under development.
- [Link to video](#)
- [Link to code repository](#)
- [Link to the latest release](#)

07/2018

MyFlappyBirdAndroid

- FlappyBird clone implemented in C++ and ported to Android with the Android NDK. The graphics renderer is implemented with OpenGL ES 2.0 and the sound management is done through OpenSL ES. The level is procedurally generated.
- [Link to code repository](#)
- [Link to the latest release](#)

04/2018

MyFlappyBird

- FlappyBird clone coded in C++ using OpenGL 3.3 and GLFW. The renderer is coded entirely in OpenGL, no third party libraries used. The level is procedurally generated.
- [Link to demo video](#)
- [Link to code repository](#)
- [Link to the latest release](#)

04/2018

VRCameraWand

- Task for a job interview made with Unity3D. It's a VR wand simulation. The user can pick up and drop objects in the scene and on the platforms and play a little puzzle game.
- [Link to video](#)
- [Link to the code repository](#)
- [Link to the latest release](#)

Professional Experience

12/2015 – 03/2016

Cast-Info

Java and PHP Developer

- Development and maintenance of the web site for the School of Modern Languages (University of Barcelona) using PHP.
- Development of the application used by the secretary's office using Java - Swing

01/2015 – 11/2015

Aktios

Java Developer

- I took part in a Java development team. We were developing an e-commerce framework. The technologies involved were Errai framework and Java EE 6 . We also worked with Git for code management purposes.

09/2014 – 11/2014

GFI Informàtica

Junior Consultant

- Junior Java Programmer. Technologies involved: ADF and Subversion repository.

05/2014 – 09/2014

Capgemini

Junior Consultant

- Junior Java Developer at the financial services unit. Technologies involved: EBX

Certifications

06/2014

- **Oracle Certified Professional, Java EE 5 Web Component Developer**

04/2014

- **Oracle Certified Professional, Java SE 6 Programmer**

07/2013

- **Certificate in Advanced English (C1)**

Additional Education

04/2014 – 07/2014

App Development for Android Devices

(150 hours) at Foment Formació. Barcelona

01/2014 – 04/2014

MySQL 5.1 Developer

(200 hours) at Foment Formació. Barcelona

03/2013 – 07/2013

Web Components Development in Java EE 5.0

(270 hours) at Foment Formació. Barcelona

- Java SE 6, Java EE 5, servlets, struts, JSP

11/2012 – 01/2013

Web Pages Development with PHP + MySQL (50

hours) at Escola d'Informàtica i Oficis. Barcelona.

- Development of an online shop

09/2012 – 10/2012

Java SE 6 Programming (40 hours) at Escola

d'Informàtica i Oficis. Barcelona.

- Java SE 6

05/2012 – 07/2012

Web Development with ASP 3.5 (Visual Basic) (80

hours) at Escola d'Informàtica i Oficis. Barcelona.

- Development of an online shop

03/2012 – 05/2012

Web Pages Development With JavaScript (20 hours) at

Escola d'Informàtica i Oficis. Barcelona.

- Introduction to JavaScript in web pages

11/2011 – 03/2012

Microsoft Visual Basic 2008 (VB .NET, Windows

Forms, ADO .NET) (85 hours) at Escola d'Informàtica i Oficis. Barcelona.

- Visual Basic .NET language and topics about Object Oriented Programming and Relational Data Bases

Language Skills

- Spanish and Catalan: native speaker
- English: advanced user (C1) I Hold a Certificate in Advanced English
- German: basic user