

ADRIÁN RUIZ GARCÍA

Software engineer and Game developer

@adrianruizgjj@gmail.com

+34-665-19-58-55

Benidorm, Spain

adrian-ruiz-garcia-050209194

flamekasai

flamekasai.github.io

TECH STACK

Fast Learning

Problem Solving

Data structures

Algorithms

Unit testing

Javascript

Typescript

Node

React

Ionic

Angular

C

C++

OpenCL

SSE

Raylib

SFML

Python

Machine Learning

TensorFlow

Distributed Systems

Apache Kafka

Java

Maven

Easy-Mock

Jacoco

C#

ASP.NET

WPF

Vim

Docker

Git

Linux administration

LEARNING

OpenGL

LANGUAGES

Spanish: **Native**

English: **Advanced**

ABOUT ME

In love with programming and videogames and happy to make a living out of them.

EXPERIENCE

Engineer | **NTT Data Spain**

07 2024 - Present

Alicante, Spain

- Development of web products on C# and ASP.NET.
- Git management and migration.
- Internal tooling.

EDUCATION

Microcomputer systems and networks | **I.E.S PereMaria Orts & Bosch**

2016 - 2018

Benidorm, Spain

Multipatform app development | **I.E.S PereMaria Orts & Bosch**

2018 - 2020

Benidorm, Spain

Computer Engineering | **Alicante University**

2020 - Present

San Vicente del Raspeig, Spain

PROJECTS

Rolgrama

SPA made with ionic and Angular to manage Tabletop role playing games. Using Fire-base platform for authentication and non-relational DBs.

Flamingo

Twitter clone made with ASP.NET and C# using SQL database and bootstrap for styling.

SD assignment

Distributed online multiplayer terminal game made in Python (engine) and JavaScript (REST API), where multiple services communicated through an Apache Kafka queue.

UAProjects

An issue tracker made with PHP and Laravel with user authorization and SQL database.

More projects on my website

Assembly z80 and Unreal engine games, AI Libraries from scratch, Compilers and much more...