

Nicolas Goles

Santiago, Chile

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🌐 <http://gandogames.com>

I'm a strongly motivated team player with great social skills, working to improve my abilities on a daily basis. Always interested in exciting and challenging projects in creative environments where I can both contribute and learn from a great team of people.

Skills

Languages	C++, C, Objective-C, Lua, Python
Technologies	Cocoa Touch, Cocoa, OpenGL ES 1.1/2.0, OpenGL
Software	Xcode, gcc, Git, svn, gdb, Bash, Vim
Idioms	Bilingual, Spanish and English. (108/120 TOEFL Score), Basic French

Education

Current	Software Engineer , <i>UTFSM</i> , Santiago, Chile, last year student. To graduate on 2012.
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Experience

Current	CTO , <i>Apparel Dream</i> , Santiago, Chile. CTO of Apparel Dream, a 99Designs for Fashion startup based in Santiago, Chile. My work involves managing a development team, using Ruby on Rails to architect and develop a Web Platform, and exploring novel Web Technologies that could empower the platform.
Aug 2011–Nov 2011	Intern (Engineering) , <i>INRIA, Lognet Team</i> , Sophia Antipolis, France. Designed and developed the mobile Application and API's for myMed, a social platform being developed by France (INRIA, Sophia Antipolis), and Italy (University of Torino and Polytechnic of Torino). Implemented a Binary & Web hybrid client for iOS that provided a bridge between Javascript and Objective-C code in order to access the device hardware from an HTML page (Camera, Accelerometer, Audio) presented in the binary.
April 2010–Dec 2011	Lead Engineer , <i>Gando Games</i> , Santiago, Chile. Founder and Lead Engineer of Gando Games, an independent Game Development Studio based in Chile and focused on iOS game development. Released 2 games to Apple's App Store and did the whole development of Gando Games internal 2D Game Engine, which was fully scripted with Lua (around 30k lines of C++, C and Lua).
Jan 2010–Mar 2010	Intern (R & D) , <i>INRIA, Lognet Team</i> , Sophia Antipolis, France. Developed the first prototype of a multi-platform Peer-to-Peer engine (Static Library) to be used in desktop computers and mobile devices (iPhone OS, Mac OS X, Linux and Android OS). This involved C and C++ knowledge, Network Programming, concurrent programming and cross-compiling for several architectures among others.
Oct 2008–Aug 2009	iOS Developer , <i>Baytex Software</i> , Santiago, Chile. Working in Game development for the iPhone Platform with the Cocoa API/Objective-C using cutting edge mobile technologies like OpenGL ES and Cocoa Touch API.
Dec 2008–Jan 2009	Intern (Software Development) , <i>Synopsys Inc.</i> , Santiago, Chile. Internship as a developer at the PRESTO Compiler group at Synopsys office in Chile. Worked in AMD64 architecture porting and bug fixing of the Presto RTL (register transfer level) languages compiler at PRESTO group for a multinational EDA (Electronic Design Automation) enterprise.

Projects & Interests

July 2009–Current

Stack Overflow.

Average top 15% user, with a 2.5k reputation.

<http://stackoverflow.com/users/145077/mr-gando>

May 2011–Current

Github, Xcode 4 Template Generator.

Python script to help in the process of making Xcode 4 Templates.

<https://github.com/MrGando/Xcode-4-Template-Generator>

15+ years

Piano Playing.

Have been studying piano nearly all my life, music is a huge part of me.

Awards

September 2009

Contest, National iPhone development contest winner.

Winner of the Apple Inc. supported Chilean Appicate iPhone development contest with the game Hex Reaction, the game was chosen winner from a total of 150 participants. Earned conference entry ticket, airplane tickets and hotel fees for the Apple World Wide Developers Conference (WWDC) San Francisco 2010.

October 2009

Academic, Outstanding Student in extracurricular activities.

Award given at Universidad Técnica Federico Santa María, to students that distinguish themselves in personal activities or projects outside of the University that are related to their field of study.

Publications

[1]

Nicolás Goles Domic, Eric Goles, and Sergio Rica. Dynamics and complexity of the schelling segregation model. *Phys. Rev. E*, 83:056111, May 2011.

References

Available upon Request.