

# Jesús Rioja Bravo

Computer Engineer & Videogame programmer

I am a responsible young man willing to learn new concepts and able to overcome different problems from distinct natures. Passionate about videogame development.

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github.com/Jesus-Rioja

#### **EDUCATION**

## Computer engineering degree University of Córdoba (UCO)

09/2015 - 10/2020

Córdoba

Courses

- Computing and Hardware specialized

#### Videogame programming master TheCore School

05/2022 - 03/2023

# **PROJECTS**

Member of GIRAOPA project. Focused on secure communications and integrity of data. (04/2021 - 02/2023)

Fiber and Microplastic detection algorithm (03/2021 - 04/2021)

ITH detection sensor with TTN connection (06/2021 - 07/2021)

NH3 and CO2 detection sensors (04/2021 - 06/2021)

"A Pilot Study on the Feasibility of Developing and Implementing a Mobile App for the Acquisition of Clinical Knowledge and Competencies by Medical Students Transitioning from Preclinical to Clinical Years " Article (09/2020 - 03/2022)

Multiple videogames developed on Unity & UE5 (07/2019 - Present)

Puzzles videogame on Unreal Engine 5 (Final project) (10/2022 - 03/2023)

Online fighting 1vs 1 videogame (Unity + Photon) (06/2022 - Present)

#### **SKILLS**



#### **LANGUAGES**

English (Cambridge B2)

Full Professional Proficiency

Spanish

Native or Bilingual Proficiency

Córdoba

Elementary Proficiency

# **INTERESTS**

Software Hardware Programming **Robotics** Videogames Music **Animals** 

## **WORK EXPERIENCE**

#### Research support staff UCO

03/2021 - Present University of Cordoba (UCO)

Achievements/Tasks

- Giraopa group
- ITH Sensor for Covap
- NH3/CO2 Sensor for Covap
- Fiber and Microplastic detection on textiles with CETIM
- Research papers writing
- Co-Direction of Degree Final Projects