



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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📍 Córdoba, Spain

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📞 689821575

📄 [jesus-rioja.github.io](https://github.com/jesus-rioja)

🐙 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

Courses

- Unreal Engine videogame (Vertical Slice)

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)

WORK EXPERIENCE

Research support staff

UCO

03/2021 - 03/2023

University of Cordoba (UCO)

Córdoba

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
- Management & Maintenance of Edu4Med mobile APP

SKILLS

C++

C#

Python

Java

Arduino

Unity

Unreal Engine 5

AI (Videogames)

Rendering

Real-Time Physics

Gameplay Mechanics

Photon

Git

LaTeX

Embedded Systems (Skillfull)

LANGUAGES

English (Cambridge B2)

Full Professional Proficiency

Spanish

Native or Bilingual Proficiency

German

Elementary Proficiency

INTERESTS

Software

Hardware

Programming

Robotics

Videogames

Music

Animals