



## CONTACT

 Juan.antonio.espinosa.x@gmail.com

 Murcia, Spain

 Web

 Profile

## SOFTWARE

Unity ----- 4 years.  
Unreal ----- 4 months.  
Visual Studio 2017-22 ----- 6 years.  
Eclipse ----- 2 years.  
VS Code ----- 3 years.  
Android Studio ----- 1 year.  
PyCharm / WebStorm ----- 1 year.

## Programming languages

- C# (Unity) ----- 4 years.
- Java ----- 2 years.
- Python 3.7 ----- 1 year.
- .Net ----- 1 year.
- SQL ----- 1 year.
- Html/CSS/XML/JavaScript ---- 6 months.

# Juan Antonio Espinosa Gálvez

## Programmer

Junior programmer.

I am familiar with the methodologies *Agile*, *State Machines*, and *Object Pool*. Always focused on optimization.

I have worked on both *Windows* and *Linux (Ubuntu)* systems.

## PROFESSIONAL BACKGROUND

From 17/02/2018  
to 23/03/2018  
(Murcia, Spain)

### Sewan

Internship

#### Tasks:

Develop the backend of a website (*Python 3.7*).

## PERSONAL EXPERIENCE

### Hemi

Group project – 2<sup>nd</sup> Year (ESI) – [Windows]

#### Tasks:

Lead Programmer (Unity)

[Download on Itch.io](#)

### Sneak Away (Coming soon to Itch.io)

Individual project – 3<sup>rd</sup> Year (ESI) – [Android]

#### Tasks:

Levels and scripting (Unity)

[Drive Link](#) (provisional)

### DLand Prototype (Coming soon to Itch.io)

Group project – 4<sup>th</sup> Year (ESI) – [Windows]

#### Tasks:

Sole programmer (Unity)

[Drive Link](#) (provisional)

## STUDIES

2014 - 2017  
Murcia, Spain

### Science Baccalaureate

*IES Saavedra Fajardo*

2017 - 2019  
Murcia, Spain

### Higher Technician in Multi-platform Applications Development

*IES Ingeniero de la Cierva*

2020 - 2024  
Murcia, Spain

### Videogame Design and Development / HND in Game Development

*Escuela Superior Internacional de Diseño*

## LANGUAGES

Spanish

English - B1 (LOMCE law)