JUAN MANUEL ADONES RODRÍGUEZ

Game Developer

ABOUT ME

Whenever I have time I dedicate it to practice to improve my coding skillls to be able to write more cleanly and legibly code, also to know how to identify when to implement the right architectures when necessary.

CONTACT

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in Juan Manuel Adones Rodríguez

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LANGUAGES

Spanish
(Native)

English B2

HOBBIES

EXPERIENCIE

Internship contract: Blackbird Studios S.L (4 months):
Working on VR simulator about the Roman empire on Unreal engine.

Save Games Studio programmer (1 year):
Working with Photon on Unity3D on an app for profesional meetings, VR simulators using VRTK with Oculus and videogames.

Solera software developer (3 months):
Working with React, Springboot, Selenium and Scrum methodologies, alsodoing manual and automated tests.

Game development:
Ritual Bound (2023)
Dias felices (2022)
Octomania (2022)
Heroes of the pandemic (2020)

SKILLS

Version control:
Git is my best friend, also use Trello or Jira for organization.

VR development:
Used to work with Oculus Quest.

Online features:
Experience implementing voice, text chats, making user account management and online social interactions using Photon and Firebase.

QA testing:
Experience with automatic and unit testing, reporting bugs and writing test cases using Testrail and Selenium.

EDUCATION

Campus Eusa/Nuevas Profesiones:
Upper cycle in 3D animations, games and interactive environments: 3D/2D animations, modeling, Adobe flash, Unity, business and videogame development.

Udemy Courses:
Machine learning with Unity, Penny de Byl.
Unreal Engine 0 to profesional, Carlos Coronado.

Pablo de Olavide: Computer Systems *2 years*

Bachelor of Science