JUAN MANUEL
ADONES RODRÍGUEZ

Software Developer

ABOUT ME

I consider myself someone open and realistic, I love music and videogames. I wish I can do projects more and more ambitious every day. I strive to make my words with the same value that have my actions.

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, also doing manual and automated tests.

Game development:

Ritual Bound (2023): Puzzle game with dinamic dialogs, sounds, effects and a book-reading system. Made in Godot for GoGodot Jam 4.

Dias felices (2022): 2D Horror game with personalized interactables and dialogs, progress control and jumpscares with cinematic scenes. Made in Godot for GodotJam.

Octomania (2022): Arcade game with progresive levels, published on Google Play for free. Made in Unreal Engine.

Heroes of the pandemic (2020): Infinite runner with random level generation, powerups and incremental difficulty. Made in Unity.

SKILLS

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

VR development:
Used to work with Oculus Quest, interactable objects and UI navegation.

Online features:
Experience implementing voice, text chats and social interactions using Photon and Firebase.

Programing languages:
C#, C++, C, HTML, CSS, Java, Javascript, GDscript.

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

EDUCATION

Portaceli school:
Bachelor of Science

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*