EARLY DAYS

HawkTalon Fanzine based on BattleTech Universe

UNIVERSITY

TurboLock - Tech used: Modula-2 . A security program that adds a password at the startup of the system

2DRad - Tech used: Modula-2. Full capable 2D sprite editor for a format used on my own projects. This file format was .2dr a plain text format I created for making a graphic library for modula-2

RadTechnos - Asynchronous chat network system : - The student residence I was living during my attendance to university allowed a group of students, including myself, to build a permanent lan network, coaxial-cable based, on the residence.

That , apart from let us play lan videogames at our dorms, a luxury at the time, allowed me to investigate some ideas as I created a kind of common wall for comments, based on plain text, batch files and own code in modula-2. The system was designed to allow people to post comments on a wall about any topic , ordered as a list with the most recent at the top, giving them the possibility to do it under their name or anonymously.  
Funnily enough I was thrown to suffer some issues that later would have been revealed when the web became popular, like anonymous swearing, sabotage, virtual stalking or simply trolling in general. Quite interesting human psychology experiment.

LATE UNI

El Rinc'on del CEES -A community place grown after our needs at College in order to have a common place to gather for sharing course materials, opinions, extra activities or projects.

DivNet -

KSIR -

nosecocinar.org-

Imhotep -

VoIP -

AAA Games - N3,

KSIR online -

MicrosoftAAA

looklala-

Shadowrun.es-

RadSound-

Yippee-

iGolGol-

Skeletor-

looklala.com

GameFormed -

PSIR-

TheAudioPixels-

BuildZone -

Nucleus -

Dear Sir or Madam,

I have selected 4 relevant projects on my professional background to serve as a portfolio for providing a proper explanation of my contributions on each project.

Would you require more portfolio examples or deeper information?, please do not hesitate to contact me.

Please find the following list of relevant projects for Booking.com regarding web technologies:

**Nucleus** - It's Subatomic's Backend custom made solution. I am in charge of this project, from conception till its actual state version 0.4 .

I designed, developed and implemented it.

It's a system based on php, SQL on the server and Jquery and a themed twitter bootstrap framework for the frontend.

Unfortunately I cannot provide a login for it , but you can see some pages that are available as anonymous user:

<http://www.subatomic.nl/backend/backendv2/>

Please bear in mind that this is version 0.4 therefore some copywrite issues or some bugs will be present.

**Looklala** - Looklala is an e-commerce site aimed to sell fashion goods on demand. It's the result of my startup endeavor Radical Graphics.

I was in charge of everything in this project, from early conception till now. I created the business development plan and the early pitch presentations.  
I created prototypes and concepts.  
I designed the visuals and interactions of the site. I created the graphics, style guide, and in general aesthetics artifacts (including photographic material).  
I designed the DB and the basic Business Model Rules.

I implemented the site with well know technology solutions as SQL, PHP, Javascript, and HTML.

Jquery and Mootools javascript libraries were used as well as some own code.

The site provides a bridge to a third party provider for dealing with the secure connection required for payments and shipping.

Once I started to iterate over the implementation, I also conducted some usability tests and A/B test to improve the conversion rate and in general the user experience of the site.

The link provided is an old one to a previous version of the site that I think it's more relevant for showing my web works:

<http://looklala.com/looklala/beta09/home.php>

Nevertheless also you can visit [looklala.com](http://www.looklala.com) which will show the current version

**Yezzle** - Yezzle is an online gaming platform aimed to a mid age target group that enjoys to play puzzles, crosswords and braintrain games in general. It was the effort from Telegraaf Media Groep digital division (Keesing Games) to bring online its successful business "Denksport". The site was conceptual designed to be a meeting point for these players and provide social media capabilities to the platform. The site was aimed to incorporate some engagement loops ,as MindIndex or Profile views, to power up its communities capabilities.

I was in charge of creating the concept mechanics and prototypes for the site based on the initial pitch ideas presented to me by the project owner . I also created the Functional design and the UX design for the site. I worked with some external partners in the visual designs, style guide and game design. The implementation was outsourced but at that point I was promoted to Site Manager for the project, effectively being the overall manager for the site, taking care of supervising development, architecture, design, QA and coordinating efforts with business and game development units.

The site is live at <http://www.yezzle.nl>  
You will need to register, unfortunately I am unable to provide a guest login, in order to experience the full fledge site. Happily enough there's a trial option for free :-)

**Buildzone** - This is a Frontend Solution tailor made for Guerrilla Games (Sony Europe) Continuous Integration Process.

The idea was to replace their continuous integration tool , CruiseControl, by a custom made solution built on C#, capable of accessing the Perforce and DevTrack API and able to provide a comprehensive dashboard control.

The project was split in two , GuerrillaBuild, the backend C# app that will control all the information related to the build process and BuildZone, that will provide access to the vital information.

We were a team of two developers and we started working on the foundations for the C# app and quickly after we split and I was in charge of creating the Frontend solution.

It was clear from the beginning that the frontend solution would be taking advantage of the web and it will deliver HTML documents.

The architecture of Buildzone is based on an open source HTTP server written in C# named Kayak, extended to read input in XML and JSON formats from the output of the build process and deliver a comprehensive Dashboard rendered in HTML using bootstrap and jquery. By allowing access to several API s (Perforce and Devtrack) the web app had control capabilities over the build farm.

Very unfortunately, Sony confidentiality policy is very strong. Therefore I am unable to provide any link, preview of the software or any access to the code. Still, I want to point out that I can get references from relevant ex-team colleagues about the project