

MIQUEL SUAU GONZÀLEZ

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GitHub: <https://github.com/MayKoder>

Portfolio: <https://maykoder.github.io/maykoder/>

Software developer and programmer with a strong interest in gameplay programming, innovative fields, and math-based technologies such as computer rendering, gameplay mechanics, and virtual reality, among others.

EDUCATION

Image Processing and Multimedia Technology Center, Terrassa, Spain 2018-2022

Bachelor's degrees in Video Game Design and Development

- Awards: Honors grade PROGIVJ (only 2 awarded in class), Best game engine (Only 1 awarded in class).
- I completed a one-semester Erasmus student exchange at Glasgow Caledonian University.

PROFESSIONAL EXPERIENCE

UPC School (Polytechnic University of Catalonia), Terrassa, Barcelona 2022 – Present

College Lecturer

- Responsible for teaching on the official degree "Creation and Development of Video Games." In charge of the 2022-2023 course "Game Engines," which requires students to create a game engine from scratch using C++ and OpenGL.

Zitro Laboratory, Sant Quirze del Vallès, Barcelona 2022 – Present

Junior C++ Developer

- As a C++ developer, my primary role was to adhere to established code standards while correcting and optimizing the rendering engine and adding functionality to it. Additionally, I took part in a new product's whole six-month development before it was introduced in Brazil.

The Brain Therapy, Barcelona, Spain 2021 – 2022

Intern to Junior Software Developer

- I began working for the startup as an intern and wrote all of the frontend and backend code for the main application. I created a Python tool for safe database management as well.

Valking, Barcelona, Spain 2021– 2022

Mobile Application Developer

- I used Flutter to create three apps, and my main duties were to define and write all of the projects' backend and frontend code. The apps in question included a manager for subscription plans, a video streaming service, and an automated upgrading tool.

Lateral Thinking Code, Terrassa, Spain 2019-2019

Programming Tutor

- During the summer break, I worked with children aged 10 to 16 as a coding teacher using a variety of languages and platforms. obtained an average teacher score of 96% for student satisfaction.

SKILLS & OTHER

Programming languages: C, C++, C#, Java, JavaScript, Python, Flutter [Dart], GLSL.

Engines: Unity [2D, 3D, VR], Unreal Engine, Godot.

Others: GitHub, Git, Maya, Jira, OpenGL, Tkinter, SDL, HTML, CSS, MonoRuntime, MySQL, Firebase.

Languages: Native in *Spanish*; Native in *Catalan*; C1 certified in *English*.

Volunteering: Volunteered as event assistant at Canòdrom for a week (2021).