JOSE VILLALOBOS CASADO
FULL STACK DEVELOPER

PROFILE

Web, Mobile, Software and Game DEV.

I love to learn, being a big part of my background my own interest in new technologies, and never discarding an opportunity to learn something new or keep growing in the areas I already know.

As a self-taught person I enjoy new challenges, including adapting to new languages on the fly (possible thanks to my current knowledge base) to meet the requirements of a project.

I have always loved video games, and I aspire to one day be able to contribute my skills to this sector in a more active and visible way.

LANGUAGES

Spanish: Native
English: Full Professional Proficiency

CONTACT

E-mail: myaku.azure@hotmail.com

Phone: +34 661 37 36 32

GitHub: https://github.com/Myaku

LinkedIn:
https://www.linkedin.com/in/jose-villalobos-casado/

EXPERIENCE

Websdirect
Lead Developer Fullstack/Mobile
June 2017 - March 2022 (4 years, 10 months)

- Development of corporate and personal websites, intranet, online tools and APIs (WordPress including plugin development, PHP, CodeIgniter, Symfony, React, NodeJS, Express, Angular, SCSS, JS/jQuery, MySQL, SQL server), with focus on SEO
- eCommerce platforms, themes and plugins (OpenCart, Prestashop, Magento)
- Hybrid applications for Android/iOS, including a social network with an average of 5k active users in the first month (Ionic, Angular, Cordova, Firebase, Elasticsearch). Modification of native Android (Java) and to a lesser extent native iOS (Swift) applications
- Version control (Git) with private Bitbucket on own server
- Linux system administration (NGINX, Apache, SFTP server, SSH, monitoring) and cleanup of hacked sites
- Desktop applications for task automation and webservices connection (C#, mainly for Windows)
- Management of the development team, support to junior members and close relationship with the design and UX team to better translate their ideas into our development
- Evaluation of budgets presented to clients and analysis and assessment of candidates to join the development team

6Dlab
VR Developer / Developer Manager
November 2015 – August 2016 (10 months)

- Development of video games and experiences for Augmented Reality (Vuforia) and Virtual Reality (Cardboard and Oculus Rift), using Unity as main engine
- Front/Back web development and modifications (WordPress, PHP, MySQL, CSS, JS/jQuery), 360º virtual tours for VR, and online store with OpenCart. Hosting and database administration
- Development of desktop applications and tools to perform tasks, including for example an image extraction from cache for a 360º image recomposition
- Management of software development projects, using SCRUM
- Hybrid application development with Ionic Cordova and AngularJS

Tecnatom
Materials and Life Management Department/Materials Engineering

Unity Developer / 3D Artist
June 2015 – October 2015 (5 months)

- Single responsible in arrangements to a scanned model of a Nuclear Power Plant Turbine. 3D modelling using Blender
- Design of a learning application for a European project in Unity (C#) using that model
- Hosting and database administration
- Quality course according to ISO standards
- Workplace risk prevention course
- Internal IT security course

Duyal Servicios Web

Project management, development and design
March 2012 – August 2012 (6 months), March 2015 – July 2015 (5 months)

- Custom web application development (PHP/MySQL/CSS/JS), custom content management systems, client and dedicated server (Linux) hosting administration, database management
- SEO positioning, connection to social networks and RSS feeds
- Custom design for webs and themes used
- eCommerce with Prestashop, including modification of plugins and themes, and administration of the online stores
- Creation of tailor-made budgets and consulting services for each client according to their requirements
- Security and cleaning of infected web pages

EDUCATION

CICE, The Professional School of New Technologies

Master in Video Game Programming with Unity and 3ds max, Video Games and Programming · (2013 - 2015)
Qualification: Sobresaliente (A)

Polytechnic University of Madrid (Only first year)

Degree in Technical Computer Engineering, Official Degree - Higher Technical School of Computer Engineers (2013 – 2014)

IES Kursaal

Computer Systems Administration, Computer Science - Higher Level Training Cycle (FPII) · (2010 - 2012)
Qualification: Notable alto (B+ to A-)

IES Kursaal

Operation of Computer Systems, Computer Science - Intermediate level training course (FPI) · (2007 - 2009)
Qualification: Notable alto (B+ to A-)

CERTIFICATIONS

Unity Certified Developer

Expedition dec. 2017
Expiration: dec. 2019

Credential ID:
201708UCD3117

Rating: 97/100