

Néstor Sánchez Gabaldà

Technical Design & Systems Programming & Game Design & Software Engineering & Fullstack Development

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I am a motivated and ambitious person with **great passion for anything related to programming**, with also design and art skills. I am a **reliable**, **trustworthy and flexible** individual who can learn new skills easily and execute them swiftly.

Experience

Technical Designer — Farlands — JanduSoft S.L.

November 2023 — Now

- Designed and implemented many systems and tools, such as an interactive furniture placing mechanic to a standarized color palette swapping across the whole game.
- Iterated and expanded systems based on feedback from a large playerbase (+20k early access players) driving positive user reviews over 96% on Steam.
- · Worked closely with every department to ensure a frictionless pipeline on all borders.

Junior Java Developer — Quality Clouds

April 2023 — October 2023

• Developed features using Laravel and Spring in a Jenkins CI/CD pipeline.

Unity Developer — Braingaze

April 2023 — June 2023

• Solo developed an eye tracking app using ARKit for medical research purposes.

Projects

Game MechaMIX Vol. I

• A recreation of two game mechanics from existing games alongside a level to seize these mechanics with.

Game Jams

eSports event organizer

• Organized multiple eSports events for Techocampus-UPF University.

Education

Double Bachelor's Degree in Computer Engineering & Video Games Design and Production at Tecnocamopus-UPF

2017 - 2022

Languages

- Spanish Native
- Catalan Native
- English C1
- **Japanese** JLPT N3 (2024)

Skills

Software

- Unity
- Unreal Engine
- Visual Studio
- Jira
- GIT
- Slack
- Android Studio
- Adobe Photoshop
- 3ds Max

Programming Languages

- C#
- C++
- Java
- Javascript
- PHP
- Python
- SQL

Frameworks

- Spring
- MongoDB
- React
- Laravel
- Docker
- Angular
- NodeJS

See my portfolio:



nestorsaga.netlify.app