



SKILLS

Technical Design
Systems Programming
Game Design
Software Engineering
Fullstack Development

LANGUAGES

Spanish
Native
Catalan
Native
English
C1
Japanese
JLPT N4 (2019)

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PORTFOLIO



NÉSTOR SÁNCHEZ

I am a motivated and ambitious person with great passion for anything programming-related 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

April 2023 — Now

Junior Java Developer at Quality Clouds

Quality Clouds is a quality control management software provider.

- Contributed to implementing features on the development team using Laravel and Spring.
- Collaborated in refactoring existing code to improve efficiency.
- Worked with a CI/CD pipeline using Jenkins.

April 2023 — June 2023

Unity Developer at Braingaze

Braingaze is a company that provides digital solutions to brain-related healthcare.

- Solo developed an eye tracking iOS app using Unity and 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

- I like participating in game jams. My jam projects can be checked on my portfolio.

eSports event organizer

- Organized multiple eSports events for Tecnocampus-UPF University.

EDUCATION

2017 — 2022

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

LANGUAGES

Java
C++
PHP
SQL
C#
Javascript
Python

FRAMEWORKS

Spring
React
Docker
NodeJS
MongoDB
Laravel
Angular

SOFTWARE

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