

# Nuria González Fernández

Game Developer | Full Stack Developer



📍 Madrid, España

☎ + 34 663 319 894



## ABOUT

Computer engineer passionate about web and video game development.

I consider myself a creative, persistent, responsible and organized person. I also have great ability to perform both individual and team work tasks; always trying to learn from my mistakes.

## LANGUAGES

- Galician – Native
- Spanish – Native
- English – B2
- French – B2

## SOFT SKILLS

- Great oral and written communication
- Organization
- Autonomous learning
- Creativity
- Teamwork and leadership
- Analysis and problem solving

## EXPERIENCE

### Junior Programmer

Vipera Iberica S.L. (Fabrick Group)

October 2023 – Today (Madrid, España)

Backend programmer using technologies such as Java Spring Boot, Oracle and Docker.

### Game Developer Mentee

Ubisoft

October 2023 – January 2024 (Barcelona, Spain)

Game development mentorship program using C++ and Ubisoft technology.

### Game Developer

Raging Games

July 2023 – Today (Madrid, Spain)

Involved in the development of the project "Shuvani", using technologies such as C++ and Unreal Engine 4. The tasks performed were related to the Gameplay, AI, QA and performance optimization.

### Game Developer

Iracoon Games

November 2022 – October 2023 (Madrid, Spain)

Involved in the development of the project "Puddies", using technologies such as C++ and Unreal Engine 4. The tasks performed were related to the Gameplay, AI, UI and VFX.

### Full Stack Web Developer

Situm Indoor Positioning

March 2022 – May 2022 (Santiago de Compostela, Spain)

Situm's product full stack web programmer, using technologies such as Docker, Kubernetes, React, Spring Boot or PostgreSQL.

## EDUCATION

### Master in Videogame Development. Programming Specialty.

Complutense University of Madrid, Spain  
2022 – 2023

### Bachelor's Degree in Computer Engineering (Average Grade: 8.2425)

University of Santiago de Compostela, Spain  
2018 - 2022

## HARD SKILLS

- Programming languages: Java, C++, C, C#, Python
- Graphic technologies: Unreal Engine, Unity, OpenGL
- Database technologies: SQL, PostgreSQL, MongoDB, Dbeaver
- Web technologies: HTML, CSS, JavaScript, jQuery, Spring boot, React
- Container orchestration: Docker, Kubernetes
- Version control: Git, Perforce
- Development environments: IntelliJ, Microsoft Visual Studio, Visual Studio Code
- Other technologies: Jira, Confluence, HacknPlan

## UDEMY COURSES

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### **Game development with Unreal Engine from 0 to professional**

*Created by Carlos Coronado*

### **Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games**

*Created by BenTristem, GameDev.tv Team, Stephen*