Nuria González Fernández

Game Developer | Full Stack Developer

📍 Madrid, Spain

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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

PROFESSIONAL EXPERIENCE

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 – Today (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
October 2022 – Today

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

University of Santiago de Compostela, Spain
2018 - 2022

High School (Average Grade: 9.76)

Antonio Fraguas High School, Santiago de Compostela, Spain
2016 – 2018

- University Entrance Exam (Highest Grade: 13.01)

UDEMY COURSES

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

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