

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 and Spring Boot.

Game Developer Mentee

Ubisoft

October 2023 – Today (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

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