

Nuria González **Fernández**

Game Developer Full Stack Developer

ABOUT ME

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 teamwork tasks; always trying to learn from my mistakes.

LANGUAGES

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

HARD SKILLS

- C++, Java, C#, C, Python
- Unreal Engine, Unity, OpenGL SQL, HTML, CSS, JavaScript, XML
- Spring, React, Docker, Kubernetes
- Git, Perforce, Jenkins
- Scrum, Kanban

SOFT SKILLS

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

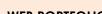


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WEB PORTFOLIO

https://nugofe.github.io/

LINKEDIN



www.linkedin.com/in/nuriaaonzalez-fernandez-7b1990201

PROJECTS

Sphynx Engine

Feb 2024 – Today



Game Engine Developer – C++

- Project aimed at cross-platform development.
- Modularity and independence between the engine's systems.
- External libraries (Box2D, SDL, EnTT, ...) managed with CMake.
- Component-based architecture (ECS).
- Engine's editor implementation with ImGUI.

Dungeon Smash: Ubisoft

Oct 2023 - Jan 2024



Shuvani

July 2023 - Oct 2023

Nov 2022 - Oct 2023

Nury Photography

Sept 2020 - Dec 2020





Puddies

- Independence between the Ubisoft API and the developed game.
- Component and object-oriented hybrid architecture.

Project packaging automation through scripts.

World entities lifecycle management.

Game Developer - C++

Planning and project management.

Game Developer – Unreal Engine 4 (C++/Blueprints)

- Game performance profiling and optimization.
- New Al behaviors (behavior trees).
- Debugaing and maintenance.
- Source control with Perforce.
- Automation and continuous integration using Jenkins.
- Working in a multidisciplinary team.

Game Developer – Unreal Engine 4 (C++/Blueprints)

- Multi-device input management.
- Prototyping and implementation of player mechanics.
- New Al behaviors (steering behaviors, LODs...).
- Creation of VFXs with Niagara.
- Working in a multidisciplinary team.

Web Developer – HTML, CSS & JavaScript

- Design and implementation of the website structure and content.
- Marketplace backend development with Java and PostgreSQL.
- Web application deployment using Tomcat.

WORK EXPERIENCE

Fabrick Solutions Spain SL

Oct 2023 – Today

Junior Programmer – Java, Spring Boot & Quarkus

- REST API development.
- Migration of monolithic applications to microservices.
- Pipeline deployment.
- Unit testing with JUnit.
- Source control with Git, GitHub, and GitLab.
- Task tracking with Jira.
- Task definition and prioritization.
- Documentation writing and maintenance.

Situm Indoor **Positioning**

March 2022 - May 2022

Full Stack Developer – React & TypeScript

- Cartography viewer frontend development.
- Updating libraries.
- Test plans and user tests.
- Project maintenance.

EDUCATION

Oct 2022 - Sept 2023

Master's Degree in Videogame Development

Complutense University of Madrid

Sept 2018 - July 2022

Degree in Computer Engineering

Santiago de Compostela University