



## Nuria González Fernández

Software Engineer

### ABOUT ME

Software 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, Python, C#, C
- 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

✉ **EMAIL**  
[nugofe14@gmail.com](mailto:nugofe14@gmail.com)

☎ **PHONE NUMBER**  
+34 663319894

🌐 **WEB PORTFOLIO**  
<https://nugofe.github.io/>

🌐 **LINKEDIN**  
[www.linkedin.com/in/nuria-gonzalez-fernandez-7b1990201](https://www.linkedin.com/in/nuria-gonzalez-fernandez-7b1990201)

## PROJECTS

### Sphynx Engine

Feb 2024 – Today



### Dungeon Smash: Ubisoft

Oct 2023 – Jan 2024



### Shuvani

July 2023 – Oct 2023



### Puddies

Nov 2022 – Oct 2023



### Nury Photography

Sept 2020 – Dec 2020



### 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.

### Game Developer – C++

- Project packaging automation through scripts.
- Independence between the Ubisoft API and the developed game.
- Component and object-oriented hybrid architecture.
- World entities lifecycle management.
- Planning and project management.

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

- Game performance profiling and optimization.
- New AI behaviors (behavior trees).
- Debugging 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 AI 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

### Software Engineer – Java, Spring Boot, Python & AWS

- 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 Software Engineering

Santiago de Compostela University