Sergio Jose Such Picó

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Personal Profile

Passionate about technology and retro video games, I want to contribute to the development of new and innovative products and continue learning about cutting-edge technologies.

Education

IES Pere Maria Orts i Bosch *Spain*
ReactJS Course *Feb 2023*
- Learned about ReactJS basics and uses.

IES Pere Maria Orts i Bosch *Spain*
Associate Degree in Multimedia Application Development *Sept 2021 - Jun 2023*
- **Hard Skills:** Java, JavaScript, CSS, HTML5, SQL, MongoDB, C, NodeJS Kotlin.
- **Soft Skills:** Teamwork, Communication, Time management, Problem resolution.

IES Pere Maria Orts i Bosch *Spain*
Phyton Course *Jun 2022*
- Course about basics of Phyton.

iDesigner School *Spain*
Master Degree in Videogame Development *2018*
- Graduated with Distinction.
- Game Design specialization.

Work Experience

AOInk *Spain*
Junior Frontend Developer *March 2023 - now*
- With a small team of developers, our task was to develop the company's mobile and desktop application, also the website. I was at the frontend of the website and the mobile application, learning new technologies and coordinate with the other junior developers.
- **Technical Skills:** ReactJS, CSS, Maui, Git.
- **Soft Skills:** Teamwork, Flexibility, Communication.

Projects

Game Boy Videogame Development Investigation *Spain*
Studies project *May 2023*
- Investigation project about making a videogame for Game Boy and Game Boy Color consoles, taking into account the hardware limitations and the back in the day development pipeline.
- Game design and game optimization.

LudumDare 46 *Spain*
Online event *May 2020*
- Taking into accoun the main event theme, "Protect", my team build a 2 player videogame about a samurai that has to protect and feed a cat from enemy waves. This project was made using Unreal Engine 4 and pixel art style.

StaySafe GameJam *Spain*
Online event *Apr 2020*
- The event was about "Bonding" and my team develop a 2D videogame with multiple dialogue flows and game endings based on the player choices and bondings with each character. The game was build in Unity3D using a 2d vectorial art.

Languages

English　Professional proficiency.
Spanish　Native proficiency.