GOAL

My main goal is to acquire real first-hand experience to improve as a future professional developer and contribute with my own knowledge and ideas, also looking for new ways to expand and improve them, specially in AI field. Because of that, I'm looking for an internship.

CONTACT

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https://github.com/Zorromatamoscas

https://zorromatamoscas.github.io/ElZorromatamoscas/

ABOUT ME

Hi! I'm Rafael Vilches Hernández.
I'm a games enthusiast and I'm currently studying a videogame programming degree at Universidad Complutense de Madrid,
I consider myself an outgoing and fun person who wants to work hard and meet new people to grow as a professional in the industry.
You can see links to my projects on the web if you like.
I'm eager to start!

RAFAEL VILCHES HERNÁNDEZ

EXPERIENCE

Forge (Game Engine)
Forge is a custom game engine made entirely in c++.

Timeless Deck: Es Tiempo
It's a roguelike bulletHell made with SDL and C++

Go Bug It
It's a game made with Unity engine and C#

Maria Pita's Revenge
It's a RPG historic game featuring Maria Pita, a galician icon.
It's made in HTML, JavaScript and Phaser engine

Different projects
I also have experience using java and different approaches in AI paradigms like Case Based Reasoning (current final degree project) and Genetic algorithms.

UNRELATED EXPERIENCE

- **Cashier at Carrefour (Face to the public): 2 Years**
  - **Sometimes store coordinator.**
- **Cashier at Yelmo Cinema: 6 months.**

ACADEMIC STUDIES

Bachillerato
Colegio Rafaela Ybarra, Madrid, Madrid, Spain.

Development and Desing degree
Universidad complutense de Madrid, Madrid, Spain.
Started in 2021.

SKILLS

- C++, JAVA, C#, JAVASCRIPT, HTML and PYTHON
- Project management with Trello and Github projects
- Use of version control softwares (Github, Drive)
- Use of Game Engines (Unity)
- Fast learner
- Great teamwork ability
- Self sufficiency and capable of working under intense pressure
- Great communication skills, proven in face to public jobs