RAFAEL VILCHES HERNÁNDEZ

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/Zorroma tamoscas

</> https://zorromatamoscas.git hub.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 projects I was part of on the web if you like.

LANGUAGES

- Spanish: Native
- English: C1

EXPERIENCE

Forge (Game Engine)
Forge is a custom game engine made entirely in c++, with Ogre as its graphic library and Bullet3D as the physic library.

Timeless Deck: Es Tiempo
It's a roguelike bulletHell made with SDL and C++
I contributed doing things like the enemy's AI and the store and inventory's scenes and functionality.

Go Bug It
The very first project, a game made in Unity engine and C#
I focused on the enemy's AI and the movement of the player's character, but I did many other things.

Maria Pita's Revenge
A RPG historic game featuring Maria Pita, a galician historic icon.
The game is made in HTML, JavaScript and on the Phaser engine.
I did a major part of the combat system and the weapons system, also designed by me.

Different projects
I also have experience using java, working on different approaches in AI paradigms like Case Based Reasoning (current final degree project) and Genetic algorithms. I'm really interested in AI and related subjects!

ACADEMIC STUDIES

Bachillerato
Colegio Rafaela Ybarra, Madrid, Madrid, Spain.
2019-2021

Videogame Development degree
Universidad complutense de Madrid, Madrid, Spain.
Started in 2021.
Expected graduation in 2025

SKILLS

- C++, GLSL, JAVA, C#, JAVASCRIPT, HTML and PYTHON
- Use of physic libraries like Bullet3D and Physx
- Use of graphic libraries such as Ogre
- 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