Aarón Ojeda Reyes

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Software engineer specialized in video game development.

TECHNICAL SKILLS

Programming languages: C++, C#, Python. Knowledge on C, Java, Assemblers.

Libraries and engines: Unity, SDL, Qt, GameMaker Studio.

EMPLOYMENT HISTORY

BoomBox S.L.U. Nov 2017 - Feb 2018. Unity/C# Developer

- Development of American Girl World (team of 10-15 people), a visual novel for Android and iOS. Roles:
  - Localization.
  - Gameplay implementation.
- Development of Hemp Inc (team of 5-10 people), a simulation game for Android and iOs. My roles were:
  - Localization.
  - Bug reviewing and fixing.

BizKidz Lab. Oct 2014 - Nov 2015. Teacher

- Teaching children in whorkshops and out-of-school activities about designing and programming video games and Android Apps using GameMaker Studio and MIT App Inventor.

e-pione. Sept 2013 - Aug 2014. Co-founder, Data Scientist & Software Engineer

- Designing and developing an intelligent classification system based on machine learning algorithms.
- Cleaning and preprocessing datasets.
- Meeting with neurologists and neuropsychologists for requirement analysis.

EDUCATION BACKGROUND

2017   **Computer Science Engineer's Degree**

- Thesis about 2D platformers development with C++ and SDL (distinction with honors).
- University of Las Palmas de Gran Canaria, Las Palmas, Spain.
- Exchange programs in Politechnika Krakowska (Poland, 2011) and Universidad de Granada (Spain, 2012).

LANGUAGES

Spanish   Native speaker.

English   Upper Intermediate.