Aida Barros Ces

Computer Engineer

I am a web application developer and now I am currently working as a *full-stack* programmer and, someday, I would like to reorient my professional career and try working in the video game industry.

Nowadays, I continue my training by studying the Master in Video Game Development at the UCM (Madrid) in order to apply my knowledge of programming and software development, as well as my artistic skills, in the video game sector.

Education

Master in Video Game Development [2022-Present]
- Universidad Complutense of Madrid
- Development Team: Iracoon Games
- Project: "Puddies"

Degree in Computer Engineering [2018-2022]
- University of Santiago de Compostela
- Grade point average: 8,186 (over 10)

Technological branch (High School) [2016-2018]
- I.E.S. Félix Muriel (Rianxo, Galicia)
- Grade point average: 9,81 (over 10)

Other education

Information Skills Course [2019]
- University of Santiago de Compostela

Course on creation, programming and design of web pages and applications with HTML5 and CSS3 [2020]
- Course offered by the City Council of Rianxo (Galicia)

Character Design Course
- Platform Course Crehana
- Taught by Antonella Morelli
- Final project available in my profile: The Unknown Cure

Course "Unreal Engine C++ Developer: Learn C++ and Make Video Games" [2022-Present]
- Platform Course Udemy
- Created by Sam Pattuzzi, Stephen Ulibarri, GameDev.tv Team
- Development of multiple projects based on different types of video games and focusing on various aspects of development (design, architecture, implementation, …).

Basic Information

Date of birth:
03 - 05 - 2000

Nationality:
Spanish

Contact Information

✉ aidabarros12024@gmail.com

in My Profile

📞 +34 620 88 47 64

Competences

Teamwork

Public speaking

Research

Problem resolution

Self-taught ability

Work autonomy

Writing of documentation

Video and image editing

Digital illustration

Languages

Spanish - Native

Galician - Native

English - Level B2

Academic Awards

- **Graduated with Honors** in Technological Studies at High School.
- **Award for Academic Excellence in 2018** (Best Academic Records Awards), obtained for the qualifications of High School and the university entrance exam (EBAU Qualification: 13,046 – Over 14).

Work Experience

Junior Programmer Internship – **Bahía Software S.L.**   **[2021]**
- Implementation of various modules for web applications oriented to the medical sector.
- Duration of the internship: 2 months.

Junior Full-stack Programmer– **Bahía Software S.L.**   **[Oct. 2022 – May 2023]**
- Implementation of complete modules for web applications oriented to the legal and medical sector, work with software tools for document download management, relational database management, implementation of automatic tests.

Java Developer Jr. – **Globant**   **[May 2023 – Present]**
- Student at one of the internal academies (academy for Java development), participant developer in Java based web projects.

Proyectos

Sushi Puzzle   **[2019]**
Small video game in C++ using OpenGL, which simulates the well-known board game "Rush Hour". The game consists of three levels of different difficulty and can be consulted in one [of my GitHub repositories](#).

Illustration portfolio
Over the years I have been training myself in a self-taught way in different artistic disciplines. I currently use the gallery of my profile on DeviantArt as a portfolio, which can be consulted [here](#). These and other projects can also be seen on the social networks listed in the corresponding section.

Pictoentrena App (Final Degree Project)   **[2022]**
This web application aims to exercise the cognitive, communication and memory skills of patients diagnosed with Parkinson. For this, Pictoentrena has a series of mini-games aimed at exercising these skills. These games were implemented using PHP, Javascript, JQuery, MySQL, HTML5, CSS and Bootstrap.

Excaliroot (CapyFun Games)   **[2023]**
Small minigame implemented for the Global Game Jam following this year's theme: *roots*. The game is implemented using Unreal 4.27 and, for its development, it was necessary to learn very basic notions of Blender and animation. The game can be found on [GitHub](#).

Technical Skills

Programming languages

Java | C | C++ | HTML | JavaScript | Python | CSS | PHP | JQuery

Frameworks (Web)

Bootstrap | Thymeleaf | Spring | React

Databases

MySQL | MongoDB | Oracle

Version Management

SVN | Perforce | Git

Development Environments

IntelliJ IDEA | NetBeans | Eclipse | Visual Studio | Visual Studio Code

Video Game Engines

Unreal 4.27 | Unreal 5

Other Tools

JasperSoft Studio

Additional information

Social Media:

ABitCrazy Studio

@abitcrazy.art00