Angel Sánchez
Senior Software Engineer / Game Developer

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www.mixuspb.com   Barcelona area, Spain

Skills

Programming: C / C++ (proficient), C# intermediate, Rust (beginner), Swift, Objective-C, Java (intermediate)

Languages: English, Spanish, Catalan

Soft: thorough, meticulous, patient, researcher, learner, communicative, team player

Platforms: Windows, macOS, GNU/Linux, Android, iOS

Professional Experience

April 2025 - December 2024
Senior Software Engineer at **Socialpoint** / **Zynga**, Barcelona/Remote
- *Improving the fun factor of the game*
- *Bugfixing, gameplay, meta features using Unity Game Engine*

July 2024 - April 2022
Senior Product Engineer at **Super Evil Megacorp**, remote
- *Bugfixing and creating features in Catalyst Black and TMNT: Splintered Fate.*
- *Creating features in an unannounced AAA game (NDA pending)*
- *Creating features in the upcoming Netflix partnership game: Rebel Moon*
- *Improve code, bugfixing, features in UI, Gameplay, DataModel, Platform abstraction.*

April 2022 – June 2020
C++ Client Developer at **King**, Shared Tech, Barcelona
- *Improve code and bugfixing in the Communications Channel team.*
- *Improve code and create new features in the Content Team*
- *Help Candy Crush and Crash On The Run teams on some tasks.*

June 2020 – April 2017
Software Developer at **Inèdit Software**, Sant Vicenç de Montalt (Barcelona)
- *Improved code by cleaning and modernizing codebase and workflow.*
- *Improved and optimized neoRipEngine, our proprietary RIP engine.*
- *Improved our applications' UI with Windows MFC and wxWidgets.*

July 2018 – February 2016
Videogames Programming Teacher at **DAMVIOD** Escola Pia, Granollers (Barcelona)
- *Teached network, multithread and multiprocess programming.*
- *Teached mobile and multimedia programming.*
- *Teached teamworking and business opportunities.*

March 2017 – June 2016
Mobile Developer at **Coverfy**, Barcelona/remote
- *Created the iOS app, and then improved it along with the Android app.*

August 2016 – March 2016
Freelance Mobile Developer, Barcelona area/remote
- *Created new iOS and Android applications taking into account my clients' needs.*

February 2016 – November 2015
Software Developer at **Sysdivision**, Mataró (Barcelona)/remote
- *Created new Spotfav iOS version and other apps.*

October 2015 – January 2014
Engine/Gameplay Programmer at **Digital Legends Entertainment**, Barcelona
- *Improved platform abstraction layer on iOS and Android in Karisma Engine.*
- *Improved build/integration workflow as owner of iOS and Android platform.*
- *Created Social Network manager abstraction in Respawnables and Afterpulse.*
- *Integrated SDK's and developed Gameplay in Afterpulse.*

December 2013 – October 2012
CTO, Game Designer/Developer at **FunBox Aprender Jugando**, Barcelona/remote
- *Ported MusicBox's WebApp to OLPC XO laptop and Android using SDL.*
- *Ported MusicBox's to iOS with Unity Engine.*
- *Created earlier game design and Project Management of Platero ¡Sígueme!.*

August 2013 – June 2011
Analist & Developer at **CompeGPS Team SL**, Arenys de Mar (Barcelona)
- *Created a Graphical Statistics system for seamless integration in all projects.*
- *Improved the GUI system, and took ownership of it.*
- *Improved the core engine of TwoNav and Land in all platforms.*

February 2010 – April 2006
Technical Specialist of R&D at **Wututu S.L.**, Barcelona
- *Customized a GNU/Linux distro for routers and computers running PersonCounter.*
- *Created tools for assets creation and display on our autostereoscopic 3D displays.*
- *Created the environment and face recognition application PersonCounter.*
- *Created TrackFlow 3D, a people track and flow detection application.*

Education

Present – 2007
2017 – 2013
Music, different instruments, mainly bass and singing at academies and personal classes.

2013 – 2001
Psychology, small/introductory courses and workshops at Centre Mèdic Maragda.

BSc+MSc in Computer Science, at Facultat d'Informàtica de Barcelona (FIB). UPC.

Project Involvement and Events

- **VACA** a Global Game Jam 2015 videogame
- **Betatester** of OMF: Battlegrounds, Rag Doll Kung Fu
- **J2B**: The Barril Game, my first video game in 1998
- **Organizer** at QIDV meetings, an indiedev meetings
- **Speaker** at QIDV talking about Software Licenses (PDF)
- **Assistant Organizer** at C++ Meetup Barcelona
- **Organizer** at RustFest Barcelona