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SKILLS

I'm an analyst/programmer with 15+ years of experience on the web and the world of IT, developing with diverse technologies and under several methodologies, both in private enterprise and freelance consulting.

I have great knowledge on: JS (frontend & backend), CSS3, ES6, HTML5 video & audio, Canvas animations & image filters/processing, Progressive Web Apps, CSS/JS Frameworks (Vue+Vuex, React+Redux, AngularJS, Bootstrap, etc...).

During the past years I've been specializing into 3D graphics programming, developing several engines in C/C++/OpenGL/WebGL.

I also worked on Atmel AVR home-automation/domotics projects, and have an european B2 english level.

PROFESSIONAL EXPERIENCE

- Full-Stack graphics developer in Desilico Labs | 2019

I'm building computer-aided design tools for the fashion industry. A node API that relays c++ rendering/simulation services to a WebGL front-end.

- Game developer in Binalogue | 2018

Implemented two mobile web games for an ad campaign with three.js and custom shaders. Various visual effects like fake glow with particles, procedurally meshed splines, large crowds instancing and animation. They also feature an amplitude meter with tweaks for the various mobile target operating systems, since they're both controlled by mechanics that employ the user's voice as an input.

One of them also features 60fps rigid body physics and is currently in production at: <https://budweiser.es/mundial-rusia-2018/enciende-el-gol>

- Full-Stack developer in bob.io | 2018

I helped them kickstart the whole infrastructure for their minimum viable product. A Front-end for the corporate/d2c site, a backoffice with multiple roles: admin, reseller, referrer, custom microsites and an android app for couriers/agents with a custom plugin to OCR passports MRZs and scan custom bag tags. All of this, supported with a NodeJS backend divided into small services through docker containers and an nginx gateway.

- Lead Frontend implementer in GlobalStudio | 2017

Got a contract to develop a cloud-based video editor. React + Redux, complex drag&drop timeline, webgl transitions, post-processing effects... you name it!
It's basically an iMovie on the web. Unfortunately, it's not publicly accessible at the moment because they're using a really strict subscription only business model.

- Lead 3D Graphics engineer in Ezzing Solar | 2015 - 2016

In mid 2015, I met with the people at Ezzing Solar, they needed to port all they top-down 2D PV layout tools into a 3D environment. I developed a custom web-based real-time 3D engine for them. Featuring a complete 2D/3D mercator projected mapping engine with support for multiple satellite imagery providers, procedural mesh generation of the architecture and PV installations, and physically accurate lighting/shadows that take into account the latitude/longitude of the installations and the time/date of the simulation for hinting the installers on the best PV location/azimuth/inclination for a better energy performance.
They're new tool is now in production at: <https://layout.ezzing.com>

- Chief Technology Officer in Dabuten.co | 2014 – 2015

In 2014, I moved to Costa-Rica with one of the Gatunes co-founders. We started doing freelance work for local agencies and organically evolved into the incorporation of a small web production company. I was in charge of all the code and sysadmin duties. During this time, we've developed several sites... from small indie mobile games to massive corporate intranets.
Here are some of them: <https://dabuten.co/portfolio>

- Chief Technology Officer in Gatunes.com | 2009 – 2013

In late 2008, I started developing this as a side-project. Later, it evolved into a startup. All the technology part (but the design) was done by me and a few collaborators. Started as a PHP-Mysql-Memcache backend, later moved to a NodeJs-MongoDB backend, and finally we did opensource it as a Node-Webkit desktop app. During this time I was in charge of 4 people, being also the link between the marketing team and the tech team.

- Freelance programmer/designer on various small/medium projects | 2008 - 2009

From online stores and corporate sites, to music players and experimental projects. Most of them remotely from home, using several industry standard technologies like PHP, JS and AS3.

- Web programmer, UI designer in Tuenti.com | 2007 - 2008

I was the first hired (non-founder) programmer. The 2008 version of the site was entirely built just by myself and another programmer. I learned about high availability memcached and project managing. Also did lots of UI and usability improvements to the site.

- Junior programmer/sysadmin in 2mdc | 2004 - 2005

PHP/JS coding of several corporate sites backends for multiple clients.

Also, I did set up many linux dedicated servers and perform sysadmin tasks (like security and maintenance).

PUBLICATIONS

- EL PAIS:

http://tecnologia.elpais.com/tecnologia/2011/04/11/actualidad/1302512468_850215.html

- 20minutos:

<http://www.20minutos.es/noticia/1016716/0/gatunes/red-social/musica/>