David Campos Rodríguez

Software engineer

Versatile, perfectionist, creative, proactive and solution-seeker. 28 years old. I have been writing code since I was eight, always looking to learn new things. I adapt quickly to new paradigms.

💼 Experience

Nov 2020
4 years
Apple Inc, *Software Engineer (Animation and Graphics)*, Boulder, CO.
Animation and rendering in **RealityKit**, the VR/AR 3D engine which is a core part of VisionOS, operative system of **Apple Vision Pro**. Also available in MacOS and iOS.
Worked in a fast-paced environment requiring engineer versatility and high code quality. Learned to collaborate with a big team with backgrounds in multiple disciplines from all around the industry.

Aug 2020
3 months
Teaching Assistant, *University of Gothenburg*, Gothenburg.
Giving assistance in lectures, exercises and grading for the course *Introduction to Game Reasearch*.

Oct 2018
11 months
Full-stack developer, *Nedaware SL*, Santiago de Compostela.
Systems for third-parties (business management systems, 3D display, Solid Edge macros...).

May 2018
6 months
Full-stack developer, *Freelancer*, Santiago de Compostela.
Developing App4Refs, a PWA to aid integration of refugees in Greece, for the University of Santiago de Compostela inside the UNINTEGRA project.

Jul 2017
7 months
Back-end developer, *Nedaware SL / Tournride*, Santiago de Compostela.
Rebuilding the back-end of the website and internal system of Tournride.
Started as intern in Nedaware, later hired by Tournride.

🎓 Education

2019 – 2021
Master's Program in Game Design and Technology, *University of Gothenburg (GU)*, Sweden.

2014 – 2018
Bachelor in Computer Science, *University of Santiago de Compostela (USC)*, Spain.
- 2016/2017 – **Erasmus exchange** with the **University of Łódź (UŁ)**, Poland.
- 2017/2018 – **Exchange** with the **Universitat Politècnica de Catalunya (UPC)**, Spain.
Maximum grade in the final degree project.

⚙️ Technical skills

Rendering (Metal, OpenGL), animation, rigid and soft physics simulation, 3D engine architecture, software design, data structures, algorithms.

C++/C, Objective-C, Swift, JavaScript, Bash, Python, Java.

⭐ Other projects

Recreation of Contra (NES), Solo project.
Recreation of the first levels of the classic game by Konami. Made with SDL in C++.
🔗 https://davidingenieria.wordpress.com/2020/03/16/recreation-of-contra-nes/

🔖 Awards

Final Degree Project
Three best final degree projects.

Drawploy
Second main prize in CopenHacks 2019.

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