

# David Campos Rodríguez

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🌐 [david-campos.github.io](https://david-campos.github.io)

in [david-campos-rodriguez](https://david-campos-rodriguez)

🔗 [david-campos](https://david-campos)



Professional, perfectionist, creative and interdisciplinary. Writing code since I was eight years old and always looking to learn new things. I adapt quickly to new paradigms. Interested in international environments / projects.



## My experience

- Nov 2020 **Software Engineer**, *Deform Dynamics*, Gothenburg.  
current Working with deformable-bodies simulation.
- Aug 2020 **Teaching Assistant**, *University of Gothenburg*, Gothenburg.  
3 months Giving assistance in lectures, exercises and grading for the course *Introduction to Game Research*.
- Oct 2018 **Full-stack developer**, *Nedaware SL*, Santiago de Compostela.  
11 months Systems for third-parties (business management systems, 3D display, Solid Edge macros...). Left to study a master's program in Gothenburg.
- May 2018 **Full-stack developer**, *Freelancer*, Santiago de Compostela.  
6 months Developing App4Refs for the University of Santiago de Compostela inside the UNINTEGRA project.
- Jul 2017 **Back-end developer**, *Nedaware SL / Tournride*, Santiago de Compostela.  
7 months Rebuilding the back-end of the website and internal system of Tournride.  
Started as intern in Nedaware, later hired by Tournride. Left to go to study to Barcelona.



## My education

- 2019 – 2021 **Master's Program in Game Design and Technology**, *University of Gothenburg (GU)*.
- 2014 – 2018 **Bachelor in Computer Science**, *University of Santiago de Compostela (USC)*.
  - 2016/2017 – **Erasmus exchange** with the **University of Łódź (UŁ)**.
  - 2017/2018 – **Exchange** with the **Universitat Politècnica de Catalunya (UPC)**.**Maximum grade in the final degree project.**



## Featured projects

Gohu  
[app.gohu.es](http://app.gohu.es)

App4Refs  
[app4refs.org](http://app4refs.org)



## Awards

**Final Degree Project**  
Three best final degree projects.

**Drawpjoy**  
Second main prize in CopenHacks 2019.



## Some technical skills

Computer graphics (both online and offline rendering, physically-based rendering, global illumination, acceleration structures, etc), Object Oriented Programming, Data Oriented Programming, software design, data structures, graphs, complexity analysis, computer networks, web development...



## Languages

**Galician**  
Mother tongue

**Spanish**  
Mother tongue

**English**  
Advanced



## Other interests

Many personal side-projects, hackathons (HackUPC, Junction, CopenHacks, HackZurich...), reading, writing, physics, travelling and intercultural exchange, art.