

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 **Software Engineer (Animation and Graphics)**, *Apple Inc*, Boulder, CO.
4 years 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 **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...).
- May 2018 **Full-stack developer**, *Freelancer*, Santiago de Compostela.
6 months Developing App4Refs, a PWA to aid integration of refugees in Greece, 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.

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.

Drawpjoy

Second main prize in CopenHacks 2019.