David Campos Rodríguez

Software engineer

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

💼 Experience

April 2021 3 years 5m	**Software Engineer**, ***Apple Inc***, 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. o 2016/2017 – **Erasmus exchange** with the **University of Łódź (UŁ)**, Poland. o 2017/2018 – **Exchange** with the **Universitat Politècnica de Catalunya (UPC)**, Spain. Maximum grade in the bachelor's thesis.

⚙ 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

Bachelor's Thesis
Three best bachelor's theses.

Drawploy
Second main prize at CopenHacks 2019.

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