David Llanos López

Software Developer

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EDUCATION

- **Computer Science** | 2014 - Present | *Universitat de Barcelona | GPA: 2.37*
- **Computer Network Management** | 2012 - 2014 | *IES Guineueta*

- **High School degree of Arts** | 2009 - 2011 | *IES Vall d'Hebron*

EMPLOYMENT HISTORY

- **Freelancer - Android Developer**
  July 2015 - Present | Geomotion Games | Barcelona, Spain geomotiongames.com
  I'm developing the android version of the location-based game "City Nostra". I'm using **Parse** as the back end server and **Mapbox** as the map renderer.

- **Freelancer - Web Developer**
  February 2014 - Present | Dreams Park | Barcelona, Spain dreamspark.es
  My duties involved creating the front end and back end as well as mantaining the website. The stack I am currently using is composed of **Express.js** as back end server, **Parse** as database server and **Bootstrap** as front-end library.

- **Internship - Android/iOS Developer**
  October 2012 - April 2013 | SEE THE SAME SL | Barcelona, Spain

letssyncro.com
My responsibilities included creating both an ***Android*** and ***iOS*** app with login/register and push notifications. I also made part of the API in the back end to be consumed by the apps.

TECHNOLOGY SUMMARY

- **Languages:** Java, JavaScript, HTML, CSS, PHP, Lua, Python, C#
- **Software:** Android Studio, Unity, Photoshop, Sublime Text, Vim
- **Others:** Git, node, npm, grunt, Express.js, Parse, Mapbox

PERSONAL PROJECTS

- **HTML5 Game Engine:** Open Source HTML5 game engine with fast development as a goal. Using HTML5 Canvas, WebGL and ES6 | github.com/davidllanos22/GameEngine

- **Game Jams:** I participated in **Ludum Dare**(8 times) and also in **Global Game Jam**(3 times).