Currículum Vitae
DIEGO PENA GAYO

- **Personal data**

Age	: 44
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Telephone	: (34)655619985
Git	: dpggit
Demo web	: http://www.youtube.com/user/TheGorflick/videos
Publications	: https://www.assetstore.unity3d.com/#!/content/30796

- **Experience**

Unity 5 developer in ArxSolutions, Madrid, from 07/2017 to 09/2018

- C# and shader programming with Unity engine using Visual Studio for VR/AR
- Virtual Reality online applications using UNET for Android (GearVR and Occulus Go), IOS, Mac, Windows and WebGL platforms
- I+D for Augmented Reality for Android and IOS using Vuforia and Arkit and Geolocation
- Unity headless applications in Linux servers in Google Cloud
- Apache servers in Linux server in Google Cloud
- Server/client connecting using the matchmaking service through Unity servers and through Google Cloud servers
- Connected mobile non VR applications for giving credentials which started VR applications
- Used Mixed Reality devices like Hololens and Meta 2
- Code optimization
- Other knowledge used frequently : JSON, XCode, MySQL (with C#), Gear VR, Arkit, Visual Studio, SourceTree Git, Google Cloud, Apache, Geolocation, LAMP, IOS AdHoc certificates

Lead Unity 5 developer and producer in Higgs Boson Entertainment, Madrid, from 07/2015 to 04/2017

- C# and shader programming with Unity engine using Visual Studio
- Management for the mmorpg game of naval Ocean Of The Lost for PC platform
- Task distribution
- Quality control
- Interviewing and hiring
- CPU and memory optimization
- Use of networking ulink library
- Subversion using turtoisesvn

Unity 5 developer in NewMagicStudio, Vigo, from 09/2014 to 03/2015

- Creation of the application Force Of Nature
- It is a weather and nature system created with C# and cg shaders for PC platform in the Asset Store https://www.assetstore.unity3d.com/en/#!/content/30796
- Reviews of the buyers :
  - "Simply put....if you like weather in your game and want a solid choice....purchase this. No question."
  - "The asset itself is fairly realistic in terms of weather, lighting and all that it simulates. With the future updates it will probably be out of this world."
  - "Force Of Nature runs beautifully as delivered"
  - "Soon had an atmospheric environment that brought life and liveliness to my game"
  - "I am very satisfied with the performance of this asset"

Self-taught experience in Unity from 2012 to 2014 in Vigo

Backend/Frontend web programmer in CIFESAL, Madrid, from 05/2008 to 07/2011

- Administrator and analyst programmer of MySQL databases
- MySQL database administration
- MySql query optimization

Madrid, a 20/01/19

- Object oriented PHP5 using MVC, MySQL 5, Xajax, Object oriented Javascript,HTML4, CSS2, DOM, Tcpdf, Pear DB and Mail, regular expressions.
- Backend and frontend programming for maintenance and improvement of the website. Content management for accounting and creation of courses.
- Tools : Windows, Wamp, Eclipse, Subversion, Git, Dreamweaver

MCSE, CCNA and Solaris 8 part 1 certifications between 2007/2008

Master in Java and Javascript programming. City of Madrid Employment Department (400h. from 10/2006 to 12/2006)

Master in web design. HTML, Flash, Dreamweaver and Fireworks in Teachers (300h. from 06/2006 to 09/2006)

Windows NT/2000 system administrator in BBVA, Madrid, from 4/2005 to 11/2005
- Client migration from NT to 2000
- Server administration
- Assist help desk group

Master in Cisco, Unix and Windows 2000 in Microforum, Madrid (636h. from 11/2002 to 06/2003) from 11/2002 to 06/2003)

Diploma in Business administration from 1994 to 1998.

- **Languages**

  | **English :** | High level written and spoken. English First Certificate |
  | **Spanish :** | Native |

- **Unity knowledge**

  - Physics
  - UI (UGUI) and old GUI system
  - UNET (for local network and internet)
  - Shuriken
  - Mecanim
  - Animations
  - NavMesh / NavMeshComponents
  - CG Shaders
  - 2D/3D
  - Audio
  - Terrains / Terrain deformation
  - Web/Unity3D communication
  - Editor
  - Textures configuration
  - AssetBundles
  - MySQL connection using C# in asynchronous mode
  - Unity3D API : UnityEngine and UnityEditor
  - Virtual reality using SteamVR 2.0 and HTC VIVE
  - Virtual reality with Gear VR
  - Augmented reality with Vuforia and Arkit
  - Videoplayer
  - Optimization : Memory optimization, Culling groups, LODs, Occlusion culling, Batching, Lightmaps, etc...