

BANDRES RODRÍGUEZ, EMMANUEL

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Education:	Computer Engineering, Universidad Simón Bolívar Master's in Video Game Design, Universidad Europea de Madrid
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EXPERIENCE

Computer Engineer with 3 years of experience in software development.
Since August 2022 - Mega Soft Computación (Software Development, Fintech)

WORK PROJECTS

Currently developing a web application, using React, Spring Boot and Python, to generate administrative reports of relevance to end users (businesses, banks, etc.), pertaining to financial transactions carried out in various businesses.

Throughout this project, I've been responsible of:

- Implementing all the necessary endpoints and methods in the back-end to obtain the data required by the administrative reports.
- Creating the views in the front-end in order to visualize said reports.
- Implementing a user management module.
- Designing and implementing a user permission system with multiple types of users and roles for each type.
- Implementing various tasks in Python, using ETL processes, to manipulate and store information received from other servers into a centralized database.
- Creating a system to store historical configuration information, which was previously overwritten and lost when modified.
- Refactoring multiple SQL queries, reducing response time by 80% in some cases.

PERSONAL PROJECTS

You can find my other projects in [my GitHub](#).

Or you can check out some of [my games in itch.io](#).

I have presented one of these games in multiple game dev conferences, receiving really good player feedback that is still helping my team improve it. We're planning on releasing it on Steam soon.

SKILLS

Programming Languages: Python, Java, JavaScript (React), C, C++, C#

Tools: Unity, Unreal Engine, Balsamiq, Inkscape, Krita, GIMP, Git, Trello, Miro