



ERIC MUÑOZ ROUILLION

STUDENT | COMPUTER ENGINEERING

MY GOALS

Passionate about computer science and video games, with strong interest in software development and artificial intelligence. I am looking to contribute to a creative team and grow as a professional developer.

EDUCATION

**Bachelor's Degree in
Computer Engineering
University of Alicante,
Spain**

Specialization in Computer
Systems Architecture

**Computer Engineering
Mahidol University, Thailand**
Exchange semester

LANGUAGES

- Spanish (Native)
- French (Native)
- English (B2 level)

EXPERIENCE

- **NTT Data (Internship)**
Worked in a collaborative team environment developing and improving features for an existing software product.
- **Personal Projects**
Developed various game mechanics and prototypes using engines such as Godot, Unreal, and Unity during my studies.

TECHNICAL SKILLS

- **Programming Languages:**
C#, Python, Java, C++
- **Game Engines:**
Godot, Unreal, Unity
- **Libraries & Frameworks:**
TensorFlow, Keras, NumPy
- **Databases:**
MySQL, SQLDeveloper, MongoDB
- **Other:**
Debugging and optimization, problem solving, team collaboration, bilingual communication (Spanish-English)



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