Eva Segarra Raro

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Education

ESAT, 2018 – 2020
HND IN VIDEOGAME PROGRAMMING

- **Final Project:** Sun Warriors   Distinction
Top-Down multiplayer game, focused on a frenetic pace and cooperation. Developed on a multidisciplinary team together with Videogame Art students and musicians. Created on Unreal Engine 4 using its replication system to provide an online multiplayer mode and connected to Steam for matchmaking.

- **Relevant Modules**:
    - Artificial Intelligence for Videogames   Distinction
    - Network Games Programming   Distinction
    - Game Engines – Unity   Distinction

TECHNICAL UNIVERSITY OF VALENCIA, 2012 – 2018
BSC IN COMPUTER SCIENCE

- **GPA**: 7,1 out of 10
- **Final Project:** Unity 3D Weather Simulation Plugin   9 out of 10
System developed for unity 3D that includes day and night cycles, fully customizable calendar with seasonal changes and weather simulation, affected by the current season. The system was developed with interactivity with other game systems in mind and user customization.

- **Relevant Modules**:
    - Intelligent Agents   8.5 out of 10
    - Automata theory and Formal Languages   8.1 out of 10
    - Algorithmics   7.1 out of 10

UNIVERSITY OF REYKJAVIK, 2015 – 2016
BSC IN COMPUTER SCIENCE

- Academic year at the University of Reykjavik as an exchange student.
- Relevant Modules:
    - Virtual Environments   9.2 out of 10
    - Advanced Software Engineering – Testing 9.2 out of 10

Skills

Languages: Spanish and Catalan (Native), English (Proficient)
Programming Languages:
      Proficient: C/C++, C#, Java, Python
      Familiar with: Kotlin, ARM Assembler, Swift, Haskell

Games engines:
      Unity 3D
      Unreal Engine

Other Skills: OpenGL and GLSL, Git, Perforce

Work Experience

Indra Sistemas, 01/18 - 06/18
Software Engineer Intern

I was part of the team in charge of iONE, a global solution for insurance companies.
- Increase the code base quality by designing several test sets
- Improved the localization of the product

Cocinas Carbel S.L., 04/16 - 06/17
Product development

Cocinas Carbel is the family business, dedicated to the design and manufacture of stoves.
- Designed an Arduino based system for automatic management of a pellet stove, controlling the fire up and auto feeder systems
- Technical consulting
- Management assistant