

FIZ REY

COMPUTER ENGINEER

Game Dev — XR Programmer with a background in computer engineering.

WORK EXPERIENCE

UNITY DEVELOPER INTERN

ARSOFT

2023 (3 months)

- Creation of a surgical simulator from scratch using the UltimateXR framework for Unity.

XR PROGRAMMER

ARSOFT

2023 - Present

- Creation of a VR railway driving simulator, involving:
 - Tools for generating railway tracks and signals based on real data.
 - Train safety system (ASFA and ERTMS).
- Development of Eyeflow:
 - Packaging, refactoring and optimizing legacy code to support multiplatform development in Unity XR.
 - Implementation of new interfaces and interactions for PC and VR.
- Technical leadership in an XR showcase project of products, educational videos, etc.

EDUCATION

COMPUTER ENGINEERING

Universidad de Salamanca

2017 - 2023

- Thesis: Development of a multiplayer VR videogame using Unreal Engine 5.



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SKILLS

C++, C, C#, Java, Python

Unity

Unreal Engine 5

SQL, NoSQL

Linux (deb)

Git, Jira, Scrum

Visual Studio

RealityCapture

Photoshop, Lightroom

PROFILES

fizreyarmesto.com

github.com/ficho12

LANGUAGES

Spanish (Native)

Galician (Native)

English (C1, Cambridge 2020)

OTHER INFORMATION

Driver's license

Own vehicle