GERMÁN ESQUINAZI BACHOER

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PROFFESIONAL EXPERINECE

Mobile and fullstack web development
Armadillo Amarillo

📅 June 2020 - April 2021   📍 Madrid, España

Frontend team lead in web and mobile application development. Hybrid mobile and fullstack web applications develper. Use of Scrum working methodology.

Scientific paper in process of publication
Enhancing the Analysis of News Articles Against Misinformation using Natural Language Processing Techniques: the DECONews Case Study

📅 October 2020   📍 Madrid, España

Scientific paper in process of publication developed in collaboration with Universidad Autónoma de Madrid.

Fullstack web developer
Pixelware

📅 300h   📍 Alcobendas, España

Internship as a fullstack web developer.

PERSONAL PROJECTS

The Tsar´s Secrets
Stealth Game

📅 2021-Today

QA and Game Designer for a steath game where we infiltrate a Russian palace using our magic to change our senses and be able to alternate between seeing and hearing. The game is being developed in Unreal Engine 4.

Rol Dungeon Master
D&D

📅 2017-Today

Creation of numerous role-playing adventures as DM. Some of the relevant tasks are encounter balancing, narrative design and homebrew rules creation.

Creation of full leather armor
Leatherworking

📅 Today

Creation of a full leather armor with design inspired by Rathalos from the Monster Hunter franchise.

ERASMUS

EDUCATION

Msc in videogame design
📅 2021 – Today   📍 Universidad Complutense de Madrid

Computer science degree
📅 2015 – 2020   📍 Universidad Autónoma de Madrid

GCE in technological sciences
📅 2013 – 2015   📍 Instituto Ignacio Ellacuría

Secondary education in science
📅 2009 – 2013   📍 Colegio Gredos San Diego Alcalá

TECHNICAL SKILLS

Unreal Engine 4 · C & Java & Python · Ionic · Angular · Javascript & Typescript · NodeJS · HTML5 & CSS3 · React & Vue · MongoDB · Docker · Git · LaTeX

LENGUAGES

English   ●●●●○
English Cambridge B2 Certificate

EXTRACURRICULAR ACTIVITIES

Videogames · Leatherworking · Tabletop Rol · Voleyball · Capoeira · Triatlon · Basketball · 3D modelling · Video editing · Drawing

OBJECTIVES

Looking for a position where I can grow professionally as a game designer.

Linnaeus Universitet

📅 September 2018 – February 2019   📍 Växjö, Suecia

Study stay in Sweden through the ERASMUS program.

Arcade emulation build

📅 2018

Construction of arcade controllers and programming / configuration of an arcade emulation system with RetroPie on a Raspberry Pi device.

Student representation

📅 2015-2020   📍 Universidad Autónoma de Madrid

Active participation in the university's student delegation as well as state representation in RITSI.

Fast development contests

📅 2017, 2019

Participation in the Makethon IOT rapid prototyping and development competition and in the Google Hashcode fast programming competition.