Gonzalo Tirado Granados - Curriculum Vitae

Personal Information

Name	TIRADO GRANADOS, Gonzalo
Birth date	13.04.1984
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Education

2018 **MASTER'S DEGREE IN THE CREATION OF VIDEO GAMES: SPECIALTY DESIGN AND PROGRAMMING,** University of Málaga**.**

2009 **TECHNICAL ENGINEERING IN COMPUTER SYSTEMS,** University of Málaga**.**

2009 **EXPERT IN JAVA J2EE DEVELOPMENT (600 hours),** by FORMAN school (Andalusian Technology Park).

Employment History

Apr 2018 – Apr 2019   **VIRTUALLY LIVE,** Unity Programmer.

- Game and tools programming in Unity (C#) for *Formula E: Ghost Racing.*

Jan 2018 – Jan 2019   **CELL GAME STUDIO,** Lead Unity Programmer.

- Game programming of *Pyramid Warriors* in Unity (C#) as Master's degree project.

Sep 2011 – Sep 2017   **MOVION SOLUCIONES TECNOLÓGICAS,** Senior Mobile App Developer.

- App architecture design and web services.
- Tasks planning with the work team using agile methodologies.
- Implementation of continuous integration systems, version control and code QA.
- Development of Java EE web applications.
- Development of Android (Java), iOS (Objective C) and BlackBerry (Java, C++) mobile apps.

Jun 2009 – Ago 2011   **ARI BUSINESS SOLUTIONS,** Junior Mobile Developer.

- Development of Java EE web applications.
- Development of BlackBerry (Java) mobile apps.

Complementary Training

2017 C# SCRIPTING FOR UNITY (100 hours), by EVAD.

2012 BUSINNES APPS IN ANDROID (100 hours), by FORMAN.

2011 DEVELOPING APPLICATIONS FOR THE BLACKBERRY SOLUTION CERTIFICATION (BCP-810), certification exam by RIM.

2010 DEVELOPING MOBILE APPLICATIONS WITH JAVA ME 1.0 (263 hours), online course by ETICOM.

2009 SUN CERTIFIED WEB COMPONENT DEVELOPER (SCWCD), certification exam by SUN MICROSYSTEMS.

2009 SUN CERTIFIED JAVA PROGRAMMER (SCJP), certification exam by SUN MICROSYSTEMS.

Events

2017 LUDUMDARE 40 (Nov 2017), game jam with the goal of creating a video game in 72 hours.

2015 GLOBAL GAME JAM / MALAGA JAM (Jan 2015), game jam with the goal of creating a video game in a weekend.

2012 BLACKBERRY 10 JAM WORLD TOUR (Barcelona, May 2012), presentation of tools and SDK for the BlackBerry 10 development platform.

2012 BLACKBERRY DEVCON EUROPE (Amsterdam, Feb 2012), conference for BlackBerry mobile developers.

Knowledge Area

Video Games	Unity, Phaser, Ogre3D.
Mobile Dev	iOS, Android, BlackBerry.
Programming	Java (JavaSE, JavaEE y JavaME), C++, Objective C, C#, OpenGL, Cg, JavaScript, HTML, CSS.
Methodologies	Scrum, Kanban, Test Driven Development (TDD).
Databases	SQL: MySQL, PostgreSQL y SQLite.
Dev Enviroments	Android Studio, XCode, IntelliJ, JIRA, Git.

Languages

Spanish	Native
English	Medium

Other Information

Driving license with own vehicle.