FRANCISCO MONTAÑÉS BARBUDO

PROGRAMMER – JUNIOR
ANALYST IN C# .NET CORE

📍 Madrid - Spain   📞 +34 638855775   ✉ coder@franciscomontanes.com

WHO AM I

I am Francisco, graduated in Design and Development of Videogames by the programming branch. Currently, i am working as a C# .NET Core programmer in Everis based on microservices. Also, I want to expand my knowledge about software architecture to apply it to the videogame industry.

SOCIAL NETWORK

in linkedin.com/in/francisco-montañés-barbudo

🌐 bitbucket.org/montypacjr

🌐 github.com/iRheKs

COMPETENCES

C# .NET FW / CORE	● ● ● ● ●
C++	● ● ● ● ○
Java	● ● ● ○ ○
HTML / CSS / JS	● ● ● ○ ○
SQL / MONGODB	● ● ● ● ○
VS 2019+	● ● ● ● ●
SVN / GIT	● ● ● ○ ○
Office automation (O365)	● ● ● ● ●

LANGUAJES

✓ Spanish
✓ English

PROFESIONAL EXPERIENCE

From 06/2015 08/2015 (Madrid-Spain)

Play Giga,
QA Tester
Tasks performed: Responsible for proving that the product worked, while checking that the quality was adequate. Give reports on errors in addition to possible improvements in product quality.

From 19/12/2018 19/03/2019 (Madrid-Spain)

Noobo Games,
.NET (Unity) Programmer
Tasks performed: Program the main mechanics of the game Spell Casting (Switch). Port the game from one engine to another so it can be played on the Switch platform.

From 11/2019 11/2020 (Madrid-Spain)

Asociación Madrileña de Speedcubing,
HTML/CSS Programmer
Tasks performed: Collaborate on the development of the association's website and its maintenance. Help in the development of other possible projects.

Present Day (Madrid-Spain)

Everis
Programmer – Junior Analyst C# .NET Core
Tasks performed: Support, maintenance, development of new funcionalities and version upgrade for a document manager based in microservices for Endesa.

EDUCATION

2011-2012	Moate-Ireland	**4º ESO** *Moate Community School*
2013-2014	Madrid-Spain	**Bachillerato** *Sagrado Corazón de Jesus*
2017-2018	Köln-Germany	**ERASMUS** *Cologne Game Lab*
2019	Madrid-España	**Design and Development of Videogames Degree** *ESNE*