IAGO CALVO LISTA

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WORK EXPERIENCE

Support Researcher Staff, King Juan Carlos University, Madrid, Spain

2018 - 2019

European project funded by the *Human Brain Project (HBP)* and *Cajal Blue Brain* working as member of the **Group of Modeling and Virtual Reality (GMRV)**.

Design and development od scientific applications for windows and linux using C, C++ and Qt5. Use of git, continuous integration (Gitlab CI) and Agile methodologies.

EDUCATION

MSc in High-Performance Computing with Data Science

2019 - Sep 2020 (In progress)

University of Edinburgh, Edinburgh, United Kingdom

Dual degree in Game Design and Development and Computer Engineering 2015 - 2019

Universidad Rey Juan Carlos (King Juan Carlos University), Madrid, Spain

GPA: 8.02 / 10.00 (B+). Equivalent to two 2:1 BSc honours degree.

Completed in one year less than official planned.

MAIN PROJECTS

Render Motor OpenGL library implemented in C++

Unity Physics Unity project to implement real time cloths simulations

Shoten Samurai Pure HTML run and jump game

Cooking With Java Cooking blog implemented in Spring, Java and SQL.

Please visit: https://iagocl.github.io/portfolio for more information and see all my projects.

TECHNICAL SKILLS

Programming C, C++, C#, Java, Python
Game development Unreal Engine 4, Unity 5
Graphics OpenGL, Vulcan, CUDA

Web JavaScript, HTML5, CSS, Spring, PHP

Libraries MPI, OpenMP, Qt5, Android

Databases SQL(MySQL, SQLite), NoSQL(MongoDB, BaseX), XML

Low level Assembly (MIPS, Motorola 68K, VHDL, Verilog

Graphic Design Adobe Photoshop, 3Ds Max, Blender

Software & Tools MS Office, Latex

Other Automated deployment (Jenkins), Git, Agile, SCRUM

LANGUAGES

SPANISH: Native speaker.

ENGLISH: Fluent speaker.

IELTS Academic May 2019

Cambridge Proficiency exam (CPE)

June 2017

EXTRA-CIRRUCULAR

Music Elementary Degree (Piano): Center of Musical Studies M. Peleteiro, Santiago de Compostela, Spain