

IAGO CALVO LISTA

Horsham RH12 2PD, United Kingdom

iagocltrabajo@gmail.com

WORK EXPERIENCE

Creative Assembly (SEGA), Horsham, UK

Trainee Gameplay Programmer.

2020 - Present

Work as part of the **Total War** team.

King Juan Carlos University, Madrid

Research Support Staff/C++ Programmer.

2017 - 2019

European project funded by the *Human Brain Project (HBP)* and *Cajal Blue Brain*.

Working inside the **Group of Modeling and Virtual Reality (GMRV)**.

Development and optimization of data-science visualization applications like NeuroScheme.

EDUCATION

MSc in High-Performance Computing with Data Science

2019 - 2020

University of Edinburgh, Scotland, United Kingdom.

GPA: 68.6/100 (Provisional, dissertation grade pending until October 2020).

Selected for the **ISC - SCC (2020)** as part of TeamEPPC, 5th overall position.

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.

TECHNICAL SKILLS

Programming	C, C++, C#, JavaScript, Python, Java, Fortran
Graphics	OpenGL, GLSL, Vulkan
Libraries/APIs	CUDA, Qt5, Boost, MPI, OpenMP, Android
Games	Unreal Engine 4, Unity 5
Low level	MSBuild, Cmake, make, Assembly(MIPS), VHDL, Verilog
Deployment	Unit testing, Jenkins, Gitlab CI, Docker, AWS
Web	HTML5, CSS, Spring, PHP
Databases	MySQL, SQLite, MongoDB, BaseX, Cassandra
Other	Git, SCRUM Adobe Photoshop, 3Ds Max, Blender

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

LANGUAGES

SPANISH: Native speaker.

ENGLISH: Fluent speaker.

IELTS Academic

C1

May 2019

Cambridge Proficiency exam (CPE)

C1

June 2017

EXTRA-CURRICULAR

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