IAGO CALVO LISTA

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WORK EXPERIENCE

Gameplay Programmer - Creative Assembly (SEGA), Horsham, UK

2020 - Present

Worked in the development of Total War: Warhammer 3 and multiple DLCs.

Promoted from Trainee Gameplay Programmer and Associate Gameplay Programmer.

C++ work with a strong emphasis on **profiling**, **optimization**, and debugging with **Visual Studio** We follow **Agile**(**Scrum**) using **Jira**, perforce (**version control**) and **continuous integration**.

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Work to improve code readability and maintainability, replacing old code with clearer $\mathbf{modern}\ \mathbf{C}++.$

Responsible for improving reliability, adding automatic testing, internal logging and QA functionality.

Work in bug fixing and implementing new features, including speaking with multiple departments.

 ${\bf Research~Support~Staff/C++~Programmer~-~GMRV}, \textit{Madrid, Spain}$

2017 - 2019

Group of Modeling and Virtual Reality (GMRV) in King Juan Carlos University.

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

Secondary author of the research article https://doi.org/10.3389/fninf.2021.766697.

Development and **optimization** of *NeuroScheme*, an **open-source** data-science visualization application.

Work using C++ and Qt to improve the UI, support new file formats, and parallelise the application.

Followed **Agile** methodology with **git**(version control) developing a **Windows/Linux** application.

EDUCATION

MSc in High-Performance Computing with Data Science

2019 - 2020

University of Edinburgh, Scotland, United Kingdom.

GPA: 68/100 2:1 Honours. Selected for the **ISC - SCC (2020)** as part of TeamEPPC, 5th overall position. Emphasis on **parallelism**, including **multithreading**, concurrency, multiprocessor, message passing (MPI).

Extensive use of C to design HPC systems including IO, memory optimisation and profiling.

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 degrees.

Computer networks including sockets, distributed systems (AWS, Docker) and routing optimisation.

Emphasis on **computer hardware** architecture (assembly, embedded systems and hardware design).

Advanced courses in OOP, algorithm design, data structures design patterns, databases (SQL,

NoSQL (MongoDB, Cassandra)) and operating systems (Linux, Android, virtualisation).

Advance Graphics and GPU courses, including **OpenGL**, **Vulcan** and GPGPU (**cuda**).

Multiple individual and group projects in C, C++ Java, Javascript, C# and python, see link bellow.

TECHNICAL SKILLS

Programming C, C++, JavaScript, Python, Java, C#

Web HTML5, CSS, Spring, PHP

Abilities Linux, Parallelism, Multithreading, Concurrency, IO, Databases

Other Cmake, make, Git, CI, Visual Studio, Agile, JIRA

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

LANGUAGES

SPANISH: Native speaker.

ENGLISH: Fluent speaker.

IELTS AcademicC1May 2019Cambridge Proficiency exam (CPE)C1June 2017

EXTRA-CURRICULAR

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