

IAGO CALVO LISTA

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WORK EXPERIENCE

Gameplay Programmer - Creative Assembly (SEGA), Horsham, UK *Sep 2020-Present*

- Worked in **Total War: Warhammer 3** a popular RTS with over 150.000 concurrent users.
- Promoted from Trainee and Associate Gameplay Programmer to responsible for battle gameplay in DLCs.
- Increased stability by fixing 400+ bugs, debugging with **Visual Studio** and writing maintainable **C++**.
- Improved performance by detecting and **optimizing** critical areas, with custom and standard **profilers**
- Reduced time to fix bugs by replacing old code with **modern C++**, which improved code readability.
- Removed recurrent bugs by adding **automatic testing** which successfully detected 500 data problems.
- Increased QA efficiency by adding custom debug functionality and improving internal logging.
- Responsible for communication across multiple departments, to coordinate new features and bug-fixing.
- Followed **Agile(Scrum)** using **Jira**, perforce (**version control**) and **continuous integration**.

Research Support Staff/C++ Programmer - GMRV, Madrid, Spain *Nov 2017-Jul 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.
- Increased performance by using **C++** and **Qt** to **parallelise** the application.
- Improved the user experience by improving the UI and supporting new file formats.
- Followed **Agile** methodology with **git**(version control) developing a **Windows/Linux** application.

EDUCATION

MSc in High-Performance Computing with Data Science *Sep 2019-Aug 2020*

University of Edinburgh, Scotland, United Kingdom.

- GPA: 68/100 2:1 Honours.
- Selected as one of 5 members of TeamEPCC, reaching 5th position at the international **ISC - SCC (2020)**.
- Emphasis on **parallelism**, including **multithreading**, concurrency, multiprocessor, message passing (MPI).
- Extensive use of **C** to design **HPC** systems including **IO**, memory optimisations and profiling.

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

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

- GPA: 8.02 / 10.00 (B+). Equivalent to two 2:1 UK 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**, **algorithms design**, **data structures** and **design patterns**
- Graphics (**OpenGL**, **Vulkan**, **GPGPU (cuda)**) and operating systems (**Linux**, **Android**, virtualisation)
- Experience in databases, **SQL** and **NoSQL** (**MongoDB**, **Cassandra**)
- Multiple individuals and group projects in **C**, **C++**, **Java**, **Javascript**, **C#** and **python**, see link below.

TECHNICAL SKILLS

Programming	C, C++, JavaScript, Python, Java, C#
Web	HTML5, CSS, Spring, PHP
Abilities	Linux, Parallelism, Multithreading, Concurrency, IO, Databases, Graphics
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 Academic	C1	<i>May 2019</i>
Cambridge Proficiency exam (CPE)	C1	<i>June 2017</i>