



# Jorge Gálvez Gabarda

Front-end developer at Ogilvy and Mather (Madrid)

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## Summary

My name is Jorge Galvez, a.k.a jorgalga.

I am software engineer from Valencia(S) specialized on Front end and multimedia technologies. I have also a degree in audiovisual communication and Master studies on Visual Arts and media.

The role which I consider describes me in a better way is the "Creative Technologist".

I am passionate about how Arts and Technology bind together in order to create new experiences. Because of this I am continuously researching about new trends on these topics to find out how to apply them in my career. During the last years I have been focusing on web development, specially in projects where the visual side matters.

Check out my website: [jorgalga.github.io](https://jorgalga.github.io)

## Studies

**Ingeniero informático técnico en Gestión con intensificación multimedia.**

2003 - 2009

Universitat Politècnica de València (UPV)

**Licenciado en Comunicación Audiovisual.**

2011 - 2015

Universitat Oberta de Catalunya (UOC)

**Estudios de Máster en Artes Visuales y Multimedia.**

2009 -2011 (Tesis pendiente)

Universidad Politécnica de Valencia (UPV)

**Student exchange at Interface Cultures Master Program.**

2012 -2013

Universität für künstlerische und industrielle Gestaltung Linz

## Work experience

**Front End Developer at Ogilvy**

August 2017 - present day (Madrid)

Front end web development for brands. HTML5, Canvas, WebGL, WebAudio API , WebVR, Javascript, Three.js, Vue.js, React, CSS3, GIT, Gulp, Webpack, Arduino, Processing, PHP, Node.js.

**Developer at B-Reel**

*May 2016 - July 2017 (Barcelona)*

HTML5, Canvas, WebGL, WebAudio API, WebVR, Javascript, Three.js, Vue.js, CSS, GIT, Openframeworks, Arduino, Processing, PHP, Node.js, Unity, Unreal, Android.

**Front End Developer at Oberta Publishing (UOC)**

*June 2015 - May 2016 (Barcelona)*

Front end web developing on interactive educational contents. HTML5. CSS3, Javascript. Wordpress, Moodle, SCORM, Bootstrap, Git.

**Creative Technologist Freelance**

*September 2014 - June 2015 (Barcelona)*

Software development in creative frameworks (C++, Java, openFrameworks, Cinder, JUCE, Processing), Interaction design (input-output sensors, Arduino programming, Raspberry Pi), Web Development (HTML5, CSS3, Javascript, PHP, MySQL, Node.js, Wordpress, Joomla), Media Creation (Premiere, After Effects, Flash, Photoshop, Illustrator, Blender, GIMP)

**Audiovisual Technician at Universitat Oberta de Catalunya (UOC)**

*February 2015 - June 2015 (Barcelona)*

Audiovisual production (filming, editing, publishing). Media archives maintenance. Copyright management.

**Multimedia Editor at Universitat Oberta de Catalunya (UOC)**

*September 2014 - December 2014 (Barcelona)*

HTML, PHP programming, Multimedia contents edition.

**Software Engineer at Ars Electronica Linz GmbH**

*October 2013 - August 2014 (Linz - Austria)*

Creative Engineering on interactive projects. C++ openFrameworks, C#, PostgreSQL, Java Processing, HTML5, CSS, Javascript, Node.js, Bash Linux scripting, Arduino, Touchable interfaces, OSC

**Computer Technician at Ayuntamiento de Villar del Arzobispo**

*July 2012 - September 2012 (Valencia)*

Multimedia development, Graphic design, computer equipment management, Consulting.

**Computer Technician at Mancunidad La Serrania**

*August 2011 - April 2012 (Valencia)*

Web development, programming, databases, Media content development, Graphic design, computer equipment management, Consulting.

**Multimedia Developer at Universitat Politècnica de València (UPV)**

*January 2011 - September 2011 (Valencia)*

Film editor, Website contents management, programming CMS (Joomla, Wordpress), consulting.

**Computer Technician at Ayuntamiento de Andilla**

*July 2010 - October 2010 (Valencia)*

Computer equipment management, web development, multimedia content edition.

**Multimedia Developer at ETSINF (UPV)**

November 2009 - March de 2010 (Valencia)

Web development, Video streaming, Multimedia contents management.

### **Film Editor at Polimedia (UPV)**

September de 2009 - octubre de 2009 (Valencia)

Film technician for the e-learning project called Polimedia at the Politechnical University of Valencia.

### **Multimedia Developer at Universitat Politècnica de València (UPV)**

November 2008 - March de 2009 (Valencia)

Project for developing a multimedia installation on Sustainable development. Education

## **Technologies cloud tag**

HTML5	Social Networking	Adobe Premiere Pro
CSS3	Blogging	After Effects
XML		Final Cut Pro
JSON	Java	Photography
	Cordova	VR/360 Video and Image
JavaScript	Phonegap	Streaming
node.js	Processing	
three.js		Eclipse
WebVR	C++	Android studio
Vuejs	Openframeworks	Visual Studio
React	PureData	Atom
Backbone	Cinder	Visual studio
Dreamweaver	JUCE	
Firebase	OpenCV	Github
Goolge Maps API		Gitlab
	Arduino	Bitbucket
ActionScript	Sensores	Sourcetree
	Raspberry PI	
WordPress		Android
MySQL	Blender	Linux
Vagrant	Illustrator	Bash scripting
Drupal	Photoshop	Mac
Joomla	GIMP	Windows