

Jorge Sánchez Fernández



Nationality	Spanish
Address	Forest View nº. 1, Wych Cross, RH18 5JR
Telephone	07840 036703
Email	xhercs@gmail.com
Github	github.com/jorgesanchezfernandez
LinkedIn	uk.linkedin.com/in/jorgesanchezfernandez

I am a software engineer with over three years of experience in front-end development, two years of experience in video games development and research, and four years of experience in desktop applications. My domain of professional activity ranges from customers in private companies and public health institutions.

Skills

Web languages, libraries and frameworks

Expert level	HTML5, CSS3, JavaScript
Good understanding	jQuery, React
Introductory level	Canvas, Angular 1.0, RESTful

Systems languages, libraries and frameworks

Expert level	C#, VisualBasic
Good understanding	Java, Spring MVC, C, C++, SQL, ADO

Systems and server administrations

Expert level	MySQL, Oracle, Access, Debian-based distributions
Good understanding	Apache, Tomcat, Solr

Methodologies and workflow

Expert level	Agile/Scrum, SVN, Assembla
Good understanding	Git, JUnit, Hansoft, BaseCamp
Introductory level	Microsoft Project

Videogame engines and shading languages

Expert level	Unity 3D
Good understanding	Ogre 3D, Tomahawk (XNA game engine), HLSL, GLSL
Introduction level	Unreal Engine, CryEngine

Scientific applications

Good understanding	Matlab, LaTeX, DisMat
--------------------	-----------------------

Languages

Spanish	Native language
English	Fluent
French	Basic

Professional experience

Web Developer (15 Jan 2013– Current) Freelance

I developed several projects as a web developer mainly, adding value as a marketing assessor and IT support. I developed websites for Frisemi (www.frisemi.es), a company specialised in industrial devices for cold storage, and Autoescuela Car'sne website (www.autoescuelacarsne.es), a Spanish driving school chain.

As web Developer I was responsible for:

- Designing, creating, developing, debugging and maintenance across the whole website of each company.

Key projects:

- Design and add all web content for visual presentation and commercial expectations.
- Find the proper web hosting service.
- Communication with third parties to accept or decline the visual content contributed.
- Make a web page that supports over than 1,000 visits a day.

Key technologies:

HTML, CSS, jQuery, SVN, Gimp.

Lead programming researcher (1 Jan 2011 – 31 Dec 2012) [Cube](#) / [The pilgrim's codex](#) University of Francisco de Vitoria

Cube and *The pilgrim's codex* are two projects with the same aim: to serve as an educational tool for student evaluation and an educational adventure videogame. The goal of the project was to research how students respond to alternative educational methods.

As lead in *Cube* my responsibilities were:

- Supervise development and encourage team commitment with weekly meetings.
- Meeting with producers to review deadlines, aims and general work.
- Team-building motivation through goal-focused activities.
- Programming game manager and different modules.

Key projects:

- Take lead after a two-month delay and deliver on projected deadline.
- Include extra content after successful project completion.
- Learn different motivating techniques and activities.
- Design the game manager, make it modular for the future or unexpected new game modules.

As software engineer in *The pilgrim's codex* my responsibilities were:

- Programming our own internal tools, UI behaviour, game logic, player behaviour, navigation system, animations and cutscenes, camera system and minigames.
- Game-testing and fixing bugs.
- Attend daily and weekly scrum meetings.
- Build the internal and corporate website codex.ceiec.es

Key projects:

- Design and develop environments and event-trigger interaction sequences.
- Extending the editor with own tools such as dialogs tool, camera rails tool, localization files tool and sound tool.
- Contribute ideas with added value to the game.
- Fixing more than 1,000 bugs.

Key technologies used:

Unity 3D, C#, Agile/Scrum, Assembla, SVN, Playmaker, N-GUI, Pathfinder, Photoshop, internal tools, HTML, CSS, jQuery.

Designer-Programmer (1 Jun 2010 – 30 Dic 2010) Gescontrata SAS / Virgen Macarena Teaching Hospital

Gescontrata SAS was a multi-purpose tool to compact all medical deliveries from every health centre in Andalusia (Spain), in order to reduce costs in public spending.

As Designer-Programmer my responsibilities were:

- Design and build an Oracle database and prepare all necessary queries.
- Understand all different procedures and build a stable application.
- Write documentation.
- Develop unit tests, debugging and QA.

Key projects:

- Test sending information through different private networks.
- Support spikes of hundreds of requests per minute from a desktop client.

Key technologies used:

C# .Net, Microsoft Visual Studio, ADO, Oracle, SQL, IIS.

Web programmer (8 Sep 2008 – 12 March 2009) El Arca de Noe / Freelance

Private website. MVC web application with a MySQL model. Among several centers and have easy and multiples connections.

It was made with HTML, JSP and Servlets, using Apache Tomcat v5.5.

As web programmer my responsibilities were:

- Coding HTML, JSP and Servlets.
- Testing.

Key projects:

- Work independently to build an multi-environment application.

Key technologies used:

Java, JSP, HTML, CSS, MySQL, XML, Apache Tomcat, SQL.

Education

Bachelor of Science Computer Engineer
2010

Escuela Técnica Superior
de Ingeniería Informática
(University of Seville)

**Certificate of higher education of
application development**

2001

I.E.S. Julio Verne, Seville
(Ministry of Education, Spain)

Awards and fellowships

Best Educational Application for students 2013 'QB' I Edición de los premios Simo Network

Best Cultural Game 2012 El codex del peregrino (The pilgrim's codex)
Fun&Serious Game Festival

Best Game 2012 El codex del peregrino Asociación de telespectadores y radioyentes de Asturias

Finalist Videogame 2012 IV Mercado Internacional de Animación, Videojuego y New Media 3DWire

Special distinction on final university project "Rolling Block Maze" videogame

Maximum score on Final University Project with letter of recommendation of Dr. of mathematics 'Victor Alvarez Solano' (valvarez@us.es)

First prize award Category "PC Demo" in BcnParty 2006 "BgParty 2007 Invitation"

First prize award Category "Fast PC Demo" in BcnParty 2006 "ChocolataLand"