

J. Raimundo Concepción Ruiz

Full-stack and game developer focused on creating multimedia user experiences.

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Relevant Experience

Freelance as Software Engineer · CTA North June 2023 - Present

Intern as Software Engineer Mar 2023 - June 2023

- Design, development, documentation, deployment and maintenance of scientific web applications that enable various technical and scientific specialists to make decisions and evaluate different instruments through data exploration.
- Work alongside international scientists and technicians from the Max Planck Institute for Nuclear Physics and the University of Tokyo to lead the research, development and architecture of a technical solution that meets the needs of the consortium that is part of the Cherenkov Telescope Array project.

Founder & Solo Dev · Codenite Studios 2016 - Present

- Development and support of tailored solutions and tools for the Unity game engine.

Web & ArMA 3 Gameplay Developer · UST 101 2009 - 2019

- Founder and web developer in the most successful tactical military simulation community in Spain based on ArMA 2 and ArMA 3.
- Developer of multiplayer missions where players must solve large-scale war situations cooperatively and based on real events.
- Development of an internal framework that ensures the creation of ArMA 2 and ArMA 3 multiplayer war scenarios with good performance and high quality.
- Administration of Windows-based and later Linux-based servers, from which game services and test environments for other developers were offered.
- Management of development teams and project planning to ensure continuous activity throughout the months.

System Administrator & Technical Support Manager · PYCSECA 2016 - 2019

- Administration of the necessary services of an alarm monitoring center in Windows and Debian based systems.
- Management of customer incidents throughout the national territory (mainly bank branches).
- Management of technical coordinators throughout the country. Together with the managers, I was in charge of planning and coordinating the actions to be solved on a weekly basis using internal information systems.
- Creation and programming of Excel-based tools to facilitate management and invoicing tasks.

Graphic Designer & Sales Assistant - Mail Boxes Etc. 2007 - 2008

- Digital graphic design and printing, corporate image consulting. Creation of image, logos and corporate identity manual.

Skills

Programming Languages

Javascript, PHP, HTML, CSS, Sass, Python, C, C++, C#, Bash

Libraries & Frameworks

Laravel, Astro, Bootstrap, Tailwind

Tools & Platforms

Git, Github, Docker, Vite, Unity, Wordpress, VBulletin, Photoshop, Illustrator, Premiere, Figma

Selected Projects

GIPL

Web app to manage incidents in computer classrooms. Configuration of users, roles and privileges. Inventory management and classroom equipment, management of students, computer equipment, incidents and monitoring of their status.

Trigger Puzzle System

Unity engine tool to create puzzles easily for any type of games such as platformers, role playing games, Zelda like adventures, logic games, etc. Introduces a new system of activatable-objects and trigger-objects, a flexible and easy way to create puzzles that focus on the workflow.

Docker Dev Templates

This organization keeps a few repositories with rich templates for deploying development environments using dockers. They are oriented for web frameworks and libs such as Laravel, Vue, Astro...

Education

IES José María Pérez Pulido · 2023

Superior degree in Web Application Development (With honors)