



Lin M. Dotor

- VIDEO GAME PROGRAMMER -

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ABOUT ME

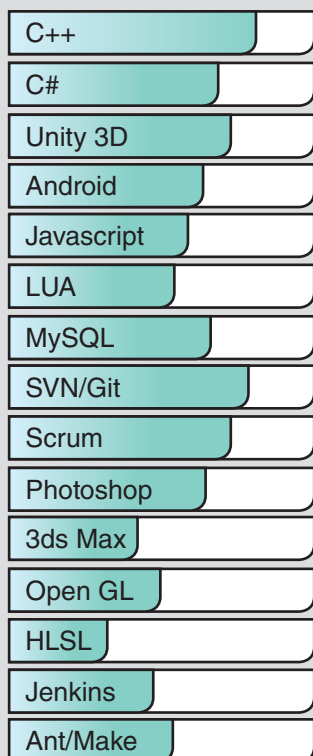
📅 3rd of October, 1989

🏠 Madrid, Spain

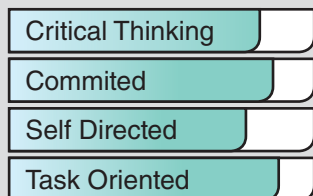
💬 Spanish and English

"Video games can be more than just entertainment. They are an adventure; a way to discover new worlds, broaden our horizon. Games can also be amusing, mind-blowing and touching."

TECHNICAL SKILLS



PERSONAL SKILLS



INTERESTS

- 👥 Board games
- 🎓 Education
- 🎨 Art
- 🔧 DIY and fixing stuff



PROFESSIONAL EXPERIENCE

C#/C++ IA/TOOLS PROGRAMMER FOR FLIGHT SIMULATORS Feb. 2017 - Present
INDRA SISTEMAS. MADRID, SPAIN

I worked mainly in the development of 2 Synthetic Environment systems:

- **iTrafficSim/ATC (C#)**; Adding new features in an aerial and terrain traffic system, and fixing bugs. Network features. Builds with Jenkins.
- **INSE (C++)**; Development of a logic/AI engine from scratch, using a component-based architecture. Development of auxiliar tools.

PROGRAMMER AND TESTER FOR UNITY 3D & Wii U Jul. 2016 - Feb. 2017
PADAONE GAMES. MADRID, SPAIN

In this working stage I took part in 2 different projects:

- **Zombeer's Wii U port**; performing final testing tasks and additional programming. And taking charge of the Nintendo Lotcheck and submission process.
- **Enigma Galdiano**; I get involved in the complete development process of the Augmented Reality Game for Android and iOS; working as programmer using Unity 3D (C#) and Vuforia SDK.

UNITY 3D TOOLS PROGRAMMING INTERN Jan. 2016 - Jul. 2016
PADAONE GAMES. MADRID, SPAIN

I worked in the development of **Behavior Bricks**, a Behavior Trees (BTs) visual editor for Unity 3D. Expanding the support for Unity 5, and implementing the redesign of the graphic interface.

WEB DEVELOPMENT INTERN Mar. 2011 - Jun 2011
SOHO IT SERVICES. ASCOLI PICENO, ITALY

In this internship I carried out the maintenance of several websites with the CMS Drupal.



EDUCATION

VIDEO GAME DEVELOPMENT MASTER'S DEGREE 2015 - 2016
COMPLUTENSE UNIVERSITY OF MADRID

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING 2011 - 2015
COMPLUTENSE UNIVERSITY OF MADRID

HIGH-LEVEL TECHNICAL DEGREE IN SOFTWARE DEVELOPMENT 2009 - 2011
I.E.S. LA PALOMA (MADRID)