



SÁNCHEZ SÁNCHEZ, Luis Javier

Bachelor's of Science in Computers Games Programming & High National Diploma

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PORTFOLIO: <https://lsanchezesjr.github.io>

PROFILE & WORK EXPERIENCE

Bachelor's degree in computer games programming with a High National Diploma in video games development. Significant experience in community & web management, app design and development with training and understanding of game engines like Unity3D or Unreal Engine 4.

Really interested in the videogame industry having experience in designing, producing and publishing a commercial project. My personal preferences are design and development of gameplay and user interface.

International background in the US, UK and Spain. Flexible and performance driven attitude with a proven track record of delivering professional tasks within an agile methodology environment (SCRUM).

2015 – Currently Community & Web Manager - Dominio Interactivo (Spain)

- *Responsible for Web content and Social Media communications in several websites managed by Dominio Interactivo Consultancy in particular related to Sports Clubs.*
- *Weekly deliveries of news, football matches chronicles, sports events, while managing social media activity and coordination.*
- *Website content management services in programming corporate images of the football club, look & feel and layout with branding guidelines.*
- *Database management for stock of players and families for several departments of the football club (Social, Sport, Financial).*
- *Management of monthly newsletter for internal and external communication in coordination with Sports manager and CEO.*

2013 – 2014 Administrative – CitiMarine (Miami)

- *Supporting basic administrative duties for a start up of family based company providing nautical equipment and boats during my last year of high school – Miami, USA*

EDUCATION

2018 – 2020 Teesside University – Bachelor's of Science in Computers Games Programming (Middlesbrough, UK)

2015 – 2018 ESAT – Higher National Diploma (HND) in video games programming (Valencia, Spain)

2014 – 2015 Ronald Reagan Senior High – High School degree (Miami, USA)

2000 – 2014 Primary School, ESO – *Ntra Señora de las Maravillas and Cristo Rey (Madrid, Spain)*

PERSONAL PROJECTS

Beer Em Up (Steam Published Game)

October 2017 – July 2018

Overview

Local multiplayer game built in Unreal Engine 4 and published on Steam.

Associated with: ESAT (Final Project).

Contribution

- *Adaptive Music and Sound system implementation using FMOD API and FMOD Low Level in C++.*
- *A full working character equipped with a combo system (Root Motion based) for the prototype.*
- *Level loading and level transitions optimizing between UE map layers for improved performance.*
- *Final Boss with different attack mechanics (Beam, wave and enemy spawning).*

Link: https://store.steampowered.com/app/945880/Beerem_Up/

CPU Rasterizer in Raspberry Pi 3

May 2018 – June 2018

Overview

Small CPU based rasterizer of convex meshes built in C++ for Raspberry Pi 3, with special emphasis in applying diverse optimization techniques.

Associated with: ESAT (Low Level and Optimization)

TECHNICAL SKILLS

Programming Languages

C++, C, C#, GLSL, ARM Assembly, Java, Swift, HTML, CSS

Source Control

Perforce, Git

3D Graphics

OpenGL 3.X

Game Development

Unity3D, Unreal Engine 4, Godot

Debugging

Visual Studio, Render Doc

Other Skills

SCRUM, Photo editing

LANGUAGES

English (Professional Proficiency), **Spanish** (Native Proficiency).

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