

***SÁNCHEZ SÁNCHEZ, Luis Javier***

***Bachelor’s degree in Computers Games Programming & High National Diploma***

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PORTFOLIO: <https://ljsanchezesjr.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 & feek 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.*

2012 – 2015 **Various Jobs during my academic development**

* *CitiMarine - Administrative – Supporting basic administrative duties for a start up of family based company providing nautical equipment and boats during my last year of high school in the USA (2013 - 2014) – Miami, USA*

***EDUCATION***

2018 – 2020 **Teesside University** – *Bachelor’s degree 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 (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/*](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

**Debugging**

Visual Studio, Render Doc

**Other Skills**

SCRUM, Photo editing

**LANGUAGES**

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

[*http://www.linkedin.com/in/luis-javier-sanchez-sanchez*](http://www.linkedin.com/in/luis-javier-sanchez-sanchez)