

# **MIGUEL ÁNGEL BUENO RIVERA**

08107, Martorelles, Barcelona.

Born 20/10/1996 in San José, Costa Rica.

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## **Education**

<b>2020 – 2021</b>	<b>Master's degree in Advanced Programming for AAA Video Games</b> at Universidad Politècnica de Catalunya (UPC), Barcelona.
<b>2014 – 2019</b>	<b>Computers Engineering</b> at Universidad de Girona (Escola Politècnica Superior), Girona.
<b>2012 – 2014</b>	<b>Technologies diploma</b> at Instituto IES Alba del Vallès, Sant Fost de Campsentelles.
<b>2008 – 2012</b>	<b>High school</b> at Instituto IES Alba del Vallès, Sant Fost de Campsentelles.
<b>1999 – 2008</b>	<b>Primary education</b> at Escola Les Pruneres, Martorelles.

## **Languages**

<b>Spanish</b>	High level (mother tongue).
<b>Catalan</b>	High level (mother tongue).
<b>English</b>	High level (CLUC B2 Certificate).

## **Professional Experience**

<b>January 2012 – March 2015</b>	<b>Languages teacher</b> (English, Catalan, and Spanish) and <b>science</b> (mathematics and biology). Private. Martorelles.
<b>June 2015 – September 2015</b>	<b>Cashier.</b> McDonald's – Serameba S.L.U. Barcelona.
<b>June 2016 – July 2016</b>	<b>Shop Assistant.</b> Hennes & Mauritz (H&M), ETT. Diagonal Mar, Barcelona.
<b>July 2016 – September 2016</b>	<b>Creperia and bar clerk.</b> Camping Castell Montgrí. L'estartit.
<b>June 2017 – June 2018</b>	<b>Sales Advisor.</b> Hennes & Mauritz (H&M). Passeig de Gràcia, Barcelona. Espai Gironès, Girona.
<b>August 2018 – September 2018</b>	<b>Shop Assistant.</b> MediaMarkt. Parets del Vallès.

**February 2019 – June 2019**

**Intern programmer.**

EUTI Software.

Girona.

Development and publishing of an application for Android and iOS made with Xamarin.Forms (C#).

Maintenance of a server made in Visual Basic.

Customer support.

**September 2019 – Present**

**Full Stack Developer.**

Everis.

Barcelona.

Development and maintenance of a server and web portal for clients of an important insurance company.

Currently working in Java with the client's architecture and other technologies such as HTML, CSS and JS.

Also, some of my responsibilities are analyzing requirements and creating technical and functional documents, estimating and management of tasks and colleagues.

Working with agile methodologies like Scrum and Kanban.

## **Skills**

<b>Technology</b>	<b>Level</b>
C++	Medium
C	Basic
C#	Medium
Java	Medium - High
Android	Basic
JS	Basic - Medium
HTML	High
CSS	Medium
R	Basic
Git	Medium – High
SVN	Medium – High
Office Package	Medium
Games development in Unity	Medium
Games development in Unreal Engine 4	Basic – Medium
3D Modelling in Blender	Basic – Medium

To a lesser extent, I have knowledge of Angular 8, Elasticsearch, server development in JS on AWS for a short Alexa application.

Also, I have worked with agile methodologies such as Scrum and Kanban.

## **Other data of interest**

For my final project I made a video game with a college classmate. It is an action / platform **video game** made in **Unity**. You can access the YouTube playlist with the following link:

<https://www.youtube.com/playlist?list=PLqL7Y-7Sr4iVxBafXM63IY3DBSXzyloYY>.

I am a hard-working person, proactive and always keen to help other colleagues. Also, I am willing to move to another location.