Miguel Ángel Bueno Rivera

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SOFTWARE DEVELOPER, GAME ENGINE & GAMEPLAY DEVELOPER

Details

Barcelona
Spain
+34 671 11 62 23
magalenyo7@gmail.com

Links

LinkedIn

Github (@magalenyo)

Website

Shutdown (video game)

Boundead (video game)

Skills

Java, C++, C#, Angular, NodeJS

Springboot, JPA, Liquibase

MySQL, PostgreSQL, MongoDB

SVN and Git (Github and BitBucket)

Continuos integration with Jenkins

Project development

OpenGL, GLSL

Languages

Spanish (Native)

Catalan (Native)

English (Fluent - B2 Certificate)

Profile

I'm a 25 years old passionate programmer, experienced in web development and interested in software development, game engine programming, gameplay programming, graphics, VFX and 3D Modelling.

Employment History

Solutions Analyst, NTT Data Europe & Latam, Barcelona
SEPTEMBER 2019 — JULY 2022

Working with Agile methodologies like Scrum (+Kanban and Jira), and SVN and Git (Github) in the following projects:

- Development of Allianz Insurance websites and internal tools.
  - Programming: full stack development of an insurance policy contract site and the development of an internal UI Editor tool to create Workflows. Both projects were developed in Angular and Java Springboot.
- Development and maintenance of Zurich Insurance customers' web portal.
  - Projects development: task estimation, team organization, creation of technical and functional documents, creation of requirements documents.
  - Programming: full stack development of the client's site with a custom framework based on Java, HTML, CSS and JS.

Programmer, EUTI Software, Girona
FEBRUARY 2019 — JUNE 2019

Development and publishing of an application for Android and iOS made with Xamarin.Forms (C#) and maintenance of a server made in Visual Basic.

Education

Master's Degree in Advanced Programming for AAA Video Games, Universitat Politècnica de Catalunya (UPC), Barcelona
OCTOBER 2020 — NOVEMBER 2021

- Development of a 3D game engine programmed in C++ and OpenGL. Check the engine repository here:
  - Graphics: UI Shaders, Dissolve Shader (Simplex Noise Map), Chromatic aberration, MSAA integration.
  - Navigation Module: integration of Recast & Detour for the creation of NavMesh, NavAgent and NavObstacle.
- Development of a 3D videogame in C++. Take a look at the game trailer or the full gameplay here. Check the videogame repository here.
  - Gameplay: Final Boss fully customizable Bullet Hell, scripting for simple behaviors, scripting for UI animations.

B.S. in Computer Engineering, Universitat de Girona (UDG), Girona
SEPTEMBER 2014 — JULY 2019

Specialized in Software Engineering.

Boundead: as a final project, a colleague and I developed a 2.5D action/platform video game made in Unity (C#).

To check the gameplay, access the Youtube Playlist and check the source code here. To play it yourself, download the project.