MIGUEL ÁNGEL ARRONES

SOFTWARE DEVELOPER

CONTACT

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🌐 https://miguelaarrones.github.io/

EDUCATION

2018 - 2020
ES LICEU

- Web Developer
  - Programming(Java, HTML, CSS, JavaScript).
  - Database (SQL, MongoDB).

2016 - 2018
ES LICEU

- Microcomputer technician
  - Assembly and maintenance of equipment .
  - Local Networks.

SKILLS

- C++
- C#
- SFML
- Unity
- Unreal Engine
- .NET
- Git
- SQL

LANGUAGES

- English (Fluent)
- Spanish (Native)
- Catalan (Native)

PROFILE

Game programming related topics are my passion, such as gameplay programming, physics programming and a will to learn VR/AR programming. I have a real passion for what I study, I love programming and learning about the game development industry. My strongest skills are my patient, my will and my creativity, they allowed me to become self-learner and code my own games. I am also a profcient team player, hard worker, and creative.

WORK EXPERIENCE

WebBeds   2022 - PRESENT
Software Engineer

As part of the Supplier Connectivity department, I specialize in developing microservices optimized for high traffic volumes. I ensure the reliability and scalability of these services by implementing rigorous unit and integration tests. Additionally, I serve as the main liaison between departments, analyze and develop new projects and troubleshoot issues.

FDSA Desarollo   2022 - 2022
.NET Developer

During my tenure at Webbeds as a client, I was involved in creating new integrations, resolving bugs, managing client communication, and managing the different tasks required from the client and coordinating with the team in terms of deadlines.

Tyrceo   2020 - 2021
Python Developer

Write and maintain python applications