Madrid, Spain
19/04/1995
nic.tap95@gmail.com
nicolastapiasanz.github.io
linkedin/in/nicolastapiasanz
github.com/nicolastapiasanz
+34-686-433-376

Nicolás Tapia Sanz

Unity3D and .NET Developer

With over five years of professional experience as Unity and .NET developer, Nicolás has worked on a variety of projects, including **architectural and engineering tools, BIM visualization tools for Revit, Unity-integrated tools, and game development** (first-person, puzzle, and strategy games), as well as **software architecture**. Beyond development, he **has led small multidisciplinary teams**, managing programmers, designers, and artists, as well as **mentoring university interns**. Nicolás has experience in **agile methodologies (Scrum), waterfall development, and TDD**. In addition to his professional development work, he is also a **lecturer in Artificial Intelligence** for Game Design and Development Bachelor's Degree at UDIT.

PROFESSIONAL EXPERIENCE

Lurtis Rules, S.L. (Remote Work - Madrid, Spain)   *December 2019 - March 2025*

  Unity3D and .NET Developer.

- **Development of 3D Applications**, including _**Kitchen Designer**_, a 3D visualization plugin for Revit with **Unity3D** using **HDRP**; _**Buildability,**_ a land development analysis tool for construction companies with Unity3D; and a renewable energy project viewer for **Oculus Quest 3** with **Unreal Engine 5** for CWP Global.
- **Game development**, focusing on **gameplay and UI programming;** including _**ZPLN,**_ an arcade game for Zenduja Corp for mobile devices with Unity3D; _**Forsaken Empires**_, an unannounced RPG-strategy game for Android and iOS with **Unity3D** in **URP**; _**Kumal**_, a Unity3D-integrated tool for generating environments using **UI Toolkit**; and **CyberCompliance**, a digital twin for cybersecurity and compliance learning for Factum.
- **Libraries development** in **.NET Core, .NET Standard,** and **.NET Framework** alongside teammates. Designed and implemented software architectures following **MVC**, **MVVM**, and **MVP** patterns. Worked with third-party libraries for generating Excel and Word documents. Explored **ASP.NET** development for backend services, gaining a basic understanding of **ORM** tools like **Entity Framework Core**, and **GraphQL** with **HotChocolate**. Additionally, handled **NuGet** packages, including their creation and integration. Experience with **Newtonsoft** for JSON serialization/deserialization and in **Test-Driven Development (TDD)**, applying it to various projects to enhance code reliability and maintainability (using NUnit and xUnit).
- **Software architecture improvements**, including **design patterns**, **automation** of internal compilation processes**,** and **CI/CD** with **Jenkins** and **Sonarqube**. Additionally, developed **Python and Bash scripts** primarily for automation and project cleanup.
- **Unity Package Management**, developing a private package management system for Unity projects using **Verdaccio**, enabling the sharing of assets, code, and tools across multiple projects.
- **Code review and integration**, managing **pull requests** and merges with **Git**, ensuring code quality and best practices: **Clean Code** and **SOLID**, **YAGNI**, **KISS** and **DRY** principles.
- **Project and team supervision,** supervising a team of two developers and two artists in game projects, while also coordinating teams of up to five interns. Implemented **Scrum** as project management methodology, ensuring successful project completion through **ClickUp**, after an initial phase with **Jira**. Developed internal documentation with **Confluence** to streamline processes within the team.

UDIT University (Madrid, Spain)   *September 2024 - Current*

  Adjunct lecturer in AI & Advanced AI of Games Design & Development Bachelor's Degree**.**

ESNE-UDIT University (Madrid, Spain)   *October 2019*

  Virtual Reality Master Class Lecturer at Games Design & Development Bachelor's Degree.

ESNE-UDIT University (Madrid, Spain)   *July 2019*

  Games Summer Camp Lecturer for students aged 16 - 18 years old**.**

ESNE-UDIT University (Madrid, Spain)   *February 2019 - September 2019*

  Unity3D Simulation Programmer.   *February 2019 - September 2019*

INTERNSHIP

Observatorio Español del Diseño, S.L. (Madrid, Spain)   *December 2017 - November 2018*

Unity3D Developer. Research project on real-life pedestrian accidents in VR, developed in Unity.

Gammera Nest, S.L. (Madrid, Spain)   *July 2016 - September 2016*

Game Designer. Level and narrative design for **_Nubla 2_**, an exclusive PS4 game.

OTHER EXPERIENCE

Unknown Outcome (University Games Studio). Producer, Designer, Programmer, BizDev & PR.   *February 2017 - July 2019*
Development of **_Emergency Room_**, a PC game developed with Unity which was part of the PlayStation First program; and
Dead Science, a PC game developed with Unreal Engine and showcased at Spanish game events

Warren Of Love (University Ludum Dare 41 Gamejam). Programmer and Musician. PC game in Unity3D.   *May 2018*

Beware The Dev (University Games Studio). Mechanics & Tools Programmer in Unity3D.   *2017*

Just Dream (University Games Studio). Programmer, Designer and Producer. Mobile game in Unity3D.   *2016*

Gravity Cube (Solo Development). Mobile game developed in Unity3D available at Play Store.   *2015*

TECHNICAL SKILLS

Programming Skills	**Professional Knowledge**

	● Unity3D
	    ○ UI Toolkit ○ Cinemachine
	    ○ AR - VR ○ Addressables
	    ○ DoTween ○ Assembly Definitions
	    ○ Profiler ○ URP
	    ○ Shaders ○ HDRP
	
	● .NET Core / .NET Framework / .NET Standard
	● C# (LINQ, Async/Await, Dependency Injection, Newtonsoft)
	● Git (Bash, GUI) + Submodules + LFS
	● NuGet Package Management
	
	Mid Knowledge **Basic Knowledge**
	● Unreal Engine ● ASP.NET
	● Bash ● Python
	● VR ● Jenkins
	● AR ● Sonarqube
	● ORM (EF Core) ● C++
	● GraphQL (HotChocolate) ● OpenGL
	● MongoDB ● Swift
	● Firebase ● Arduino

Soft Skills	Clean Code, Design Patterns, Agile Principles, Scrum, TDD, SOLID, YAGNI, KISS, DRY
Professional Software	Visual Studio 2022, ReSharper, Jira, ClickUp, Confluence, Trello
Operating Systems	Windows, Mac and Linux
Languages	Spanish: Native Language English: Fluent
Other Software	Office, 3Ds Max, Photoshop, Illustrator, DaVinci Resolve, Notion, BIM

ACADEMIC EDUCATION

Game Design & Development Bachelor 's Degree. ESNE-UDIT University. (Madrid, Spain)**.**   *2015 - 2019*
- **Mention in Programming**. **(8,86)**
- **PlayStation First Program:** *Use of PS4 DevKit*   *April 2017 - May 2017*
- **Support Staff at ESNE Stand in AULA Event**   *2017, 2018, 2019*

Computing Engineer Degree. Universidad Complutense de Madrid (Madrid, Spain). *(Not finished).*   *2013 - 2015*

HOBBIES AND INTERESTS

Games & Board Games
Jak & Daxter Saga, The Last Of Us, God Of War, Zelda Saga, Front Software games, Mario Saga, etc.
Rol, D&D, Munchkin, 7 Wonders, Dixit, Mysterium, Mansions Of Madness, Arkham Horror, Cthulhu, etc.

Sports
Running, Skateboarding, Surfing, Trekking.

Other
Reading, Cinema, Music, Culture, Art, Investment, Electric Guitar, Photography, 3D Printing and Video Editing.