# padillava.github.io

## Jose Manuel Padilla Varea



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## **Profile**

Enthusiastic of the videogames and their world, I am a graduated in computer engineering with a HND in videogame programming. Passionate about logic and Artificial Intelligence in videogames, as well as designing. I'm always trying to learn more from my partners to improve and be able to work with them, providing with new ideas, solutions and new ways to face any problems.

I just graduated from ESAT at Valencia after working on our last project, Hideout: Face your fears. This stealth game will be available on Steam soon for free. Furthermore, most of my other projects are available in my portfolio.

### Skills

Languages: Spanish (Native Speaker) English (Level B2)

Programming Languages: C, C++, C#, Java, Javascript, Lua, ARM Assembly, HTML,

XML, MySQL, Python

Game Engines: Unreal Engine 4, Unity 3D

Other relevant skills: Visual Studio, Git, Perforce, Game Design, Debugging

## Education

## ESAT (Escuela Superior de Arte y Tecnología) 2019-2020

HND in videogame programming

#### Relevant info:

All subjects passed without referrals, with special remark on Artificial Intelligence, Architecture and the Final project, all of them with distinction scores.

## UPV (Universidad Politécnica de Valencia) 2011-2015

Degree in Computer Engineering

#### Relevant info:

Four years of studies and including the last two years in the branch of Software Engineering, including studies of agile methodologies.

## **Relevant Experience**

### Pastón.es Jun 2018 - Jul 2019

I worked in an Online Casino and Sport Bets webpage as a programmer and IT. I was the one in charge of updating the offers, working on any change of the design of the web, as well as working with the database of clients so my coworkers were able to make reports. I worked using Tableau as a database tool with MySQL.

The work included maintenance of the computers, making some internal programs for my coworkers and integrating with javascript other providers for the web.