



Juan Fernández Esteban

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EDUCATION

Physics and Mathematics

University of Barcelona (8.4/10 GPA)
2018 –2024

Bachillerato

Loreto Abat Oliba (13.426 in PAU)
-Dual Diploma
-5 months in Ireland
2016 –2018

LANGUAGES

- Spanish (Native)
- Catalan (Native)
- English (C1)
- German (Basic)

AREAS of INTEREST

- Software engineering
- Software development
- Data analysis
- Data engineering
- Data architecture
- Technological consultancy
- Strategy consultancy
- Investment banking
- Game programming
- Game technical art
- Game VFX art

PROFESSIONAL PROFILE

Self-taught software developer with a strong scientific background and numerous personal projects, including several videogames and physics simulations. Currently working in an article with a gravitational lensing group.

Fast learner and willing to learn.

WORK EXPERIENCE

SUBSTITUTE TEACHER

LORETO ABAT OLIBA / Feb 2019

- Lectures to 3 different groups.

INDIE GAME DEVELOPER

2023 - Present

- Utilized Unity for coding, debugging and optimizing game performance with C#.
- Used OOP's design patterns and developed an online networking system.
- Created original shaders with ShaderLab and HLSL.
- Implemented game design concepts such as mechanics, level design, and player feedback for engaging gameplay.
- Published 3 short games on itch.io and working on a long term one.

PROJECTS

[Web and portfolio](#)

- Complete **NFW dark matter lens model**. (WIP article)
- [Neon Pecker](#) and [Hamptem the Hamster](#) on itch.io.
- [The Repentance of Prometheus](#) on itch.io
- Minecraft modding.

SKILLS

Technical

- C, C++
- Java, C#
- Python, Lua
- JavaScript, HTML, CSS
- GLSL, HLSL, ShaderLab, Three.js

Soft

- Teamwork
- Hardworker, fast learner
- Clean coder
- Creative problem solver