Raúl Zarza

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OBJETIVE

An employment opportunity. I am a motivated computer engineer seeking a position in a computer-based firm. To remark, (i) my work experience as QA Tester, Video Games and iOS Developer, (ii) my experience in Unity3D (C#), Interactive 3D Graphics (WebGL) and Blender. My problem-solving and resourceful skills, as well as, my enthusiasm, passion and knowledge about new technological advances allow me to be a strong candidate for any vacancy.

EDUCATION

University of Córdoba – Spain   Bachelor's degree in Computer Science   October 2009

   Major Project: "_Steganography for palette images_". Plug-in developed for GIMP artist program (Linux) which hides and decrypts information in images through different algorithms written in C++.

RELEVANT EXPERIENCE

Bug-Tracker Labs – Montréal, Canada   March 2015 – Present
QA Tester
  • Identified and reported defects in applications, games and websites. Followed test plans and verified fixes.
  • Provided context for foreign language defects. Reported clear and concise bugs into the project management.
  • Collected, organized and maintained problems and solutions log for use by other technical support analysts.
  • Consulted user guides, technical manuals and other documents to research and implement solutions.
  • Checked the test cases for technical requirements compliance in the latest platforms (PS4, XB1, Steam, 3DS).

Freelance Worker – Montréal, Canada   January 2014 – Present
Game Developer
  • Nowadays, involved in the development of an adventure-puzzle game in First-person using Unreal Engine.
  • Used Unity3D and Blender to develop the casual game **_WittyMole_** for mobile devices. Available on _Play Store._
  • Designed the character, scenes environment, sound effects and character animations.
  • Developed scripting (C#), physics/collisions, a database for records online.
  • Managed of Assets and plugins for Facebook, AdMob, Google Play Games and OpenIAB.
WebGL Developer
  • Used library Three.js under HTML5, and management of scene, camera, renderer and lights and VR mode.
  • Designed look & feel of the website: http://www.wittyplanet.com

ISOTools Consulting – Córdoba, Spain   April 2012 – January 2014
iOS Developer
  • Used native Objective-C and JAVA to develop applications for iOS devices using libraries such as Core Data, UIKit, Core Animation, Core Foundation, Core Plot, Unit Testing, SQLite.
  • Developed Web Services and prepared interface mock-ups and storyboards.
  • Organized and led meetings of project leaders, developers and QA team members for each original test procedure.
ColdFusion Web Developer
  • Sourced, selected and organized information for inclusion and designed the appearance, layout and flow of the Web site and created and optimized content for the Web site using a variety of graphics, databases, animations and other software.
  • Planned, designed, wrote, modified, integrated and tested Web-site related code and conduct tests and perform security and quality controls.

Self-Employer CPD City Council – Córdoba, Spain   March 2011 – September 2011
Computer Technician and Trainer
  • Installed software and hardware as well as configured operating system software and developed and implemented software and information system testing policies, procedures and scripts.

- Taught several courses on the new management electronic tools for eGoverment (CORe, Portafirmas) and provided technical advices for implementation in several associated centers.

IMDEEC – Córdoba, Spain   February 2010 – February 2011
J2EE Developer
- Developed procedures for e-Goverment using JAVA, SWING, PHP, C++, MySQL, NetBeans - Subversion.
- Developed desktop applications with Database using JAVA and MySQL.

TECHNICAL SKILLS AND KNOWLEDGE

- **Programming Languages**: iOS / Objective-C, ColdFusion, WebGL, C# & Python (self-learning), jQuery, JavaScript, C++, C, JAVA, .Net, PHP, Pascal, LISP and Android SDK.
- **DataBases**: SQL, PL/SQL, Oracle, Apache, phpMyAdmin, MySQL, SQLite, SQLyog.
- **Developers Tools**: Unity3D – Blender, UDK,Xcode, Netbeans, Eclipse, Subversion, JasperReports, AjaxSwing.
- **Design WEB**: HTML5, CSS3, HTML, CSS & Dreamweaver.
- **Operating System**: Administration and configuration of MS-DOS, Win98, WinXP, Win Server 2008, Vista, Win7, Linux, Mac OSX Mountain Lion. Mobile OS: Configuration of iOS, Android and Windows Phone.
- **Other Software**: Design: AutoCAD 2010, Quark X Press 5 and Adobe CS6. Ofimatic: ContaPlus, FacturaPlus, Nominaplus, Office 2011, OpenOffice 3.0, LATEX. Internet tools: IE, Firefox, Chrome, Ftp Client, Ica Citrix. Data Processing: Microcal Origin. Others tools: VirtualBox, Wmware, Orcad, Nero, etc…
- **Hardware**: Installation and configuration of computer: Recognition of faults, computer assembling and disassembling. Intranet: LAN, WAN, WLAN, Modems, Routers, Hub, Switch, etc…

ADDITIONAL TRAINING AND QUALIFICATION

- **Interactive 3D Graphics, Concepts in Games Development, Video Games and Learning Training.**
                                        e-Learning: Udacity, Coursera, Open2Study   2014
  - Learn about the basic principles of 3D computer graphics: meshes, transforms, cameras, materials, lighting, and animation.
  - Explore key ideas in game design, programming, architecture, game engines, player experience and game AI.
  - Use and study of video games for learning.
- **Unity3D and Blender Training.**   Learn Unity3D & Blender Online   2014
  - Create interactive entertainment or multimedia experience.
  - Create animated films, visual effects, art, 3D printed models, interactive 3D applications and videogames.
- **Relational database Training (PL/SQL).**   Diasoft Formación.   2011
  - Design, construct, modify, integrate, implement and test data models and database management systems
  - Develop and implement data administration policy, standards and models and write scripts related to stored procedures and triggers
- **Network Administrator Training.**   IMDEEC.   2011
  - Maintain, troubleshoot and administer the use of local area networks (LANs), wide area networks (WANs), mainframe networks, computer workstations, connections to the Internet and peripheral equipment
  - Operate master consoles to monitor the performance of computer systems and networks and to co-ordinate access and use of computer networks
  - Install, maintain, troubleshoot and upgrade Webserver hardware and software and Implement network traffic and security monitoring software, and optimize server performance
- **Developer in Java and .NET Training.**   Diasoft Formación.   2009
  - Write, modify, integrate and test software code and identify and May lead and co-ordinate teams of computer programmers
  - Prepare reports, manuals and other documentation on the status, operation and maintenance of software
- **Microcomputer Training.**   Aicor.   2008
  - Identify and communicate technical problems, processes and solutions
  - Assist in the development of logical and physical specifications

INTERESTS AND ACTIVITIES

- **Video Games**: Coop-Games (FIFA, Call of Duty), Single-Player (Assassins Creed, Splinter Cell), Mobile-Games (Rayman Run, Field runner, Zombiewood, Asphal 7, Gangstar City, Real Racing 3).
- **Sports**: Soccer, Aqua-Volley, Paddle tennis, Table tennis.
- **Reading**: Websites and magazines of new technologies, video games and sports.