



✉ raulrodvilla95@gmail.com

## EDUCATION

### Master's Degree in Video Game Programming

Obicex

2022-2023

### Superior Grade in 3D Animation, Games and Interactive Environments

Obicex

2020-2022

### Superior Degree in Development of Cross-Platform Applications

Cesur

2018-2020

## UDEMY CERTIFICATE COURSES

Agile Fundamentals: Including Scrum & Kanban

React Native: Mobile App Development CLI (2023)

Complete React Developer in 2023 (w/ Redux, Hooks, GraphQL)

Flutter & Dart - The Complete Flutter App Development Course

## LANGUAGES

Full Professional Proficiency English

Native Spanish

# RAÚL RODRÍGUEZ VILLARRASA

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## ABOUT ME

Developer with great teamwork and communication skills, used to international environments and an agile SCRUM mindset and work methodology. Always with an attitude to learn and grow personally and professionally in a constantly evolving and learning industry.

## WORK EXPERIENCE

Sep 2022 - Present

**Interactivated Solutions**

Front End Developer

I worked on the development of a cross-platform app (iOS-Android) in React Native working mainly on the front end. I also performed BE tasks and testing (unit testing and e2e testing). The application integrated an IA-assisted chat with multiple APIs and Firebase DB that recommended diets, dishes, and places to order food according to your preferences, health problems, and intolerances.

Currently developing a webapp with react that allows the user to check through camera recordings various behaviors and events of selected farms and be able to report them and keep track of farm members and animals.

I have maintained direct communication with customers and the team, seamlessly overcoming any challenges and delivering products that solve customer problems. With a think-before-you-finish approach, very detail-oriented, thorough, decisive and hard-working specialist.

Jan 2022 - Jul 2022

**Yoda Games SL (Professional Training)**

Game Developer

I worked as an intern making scripts and code elements in C# in the Unity game engine for different projects I was commissioned to do. I also animated in 2D and 3D and designed graphic assets in Photoshop, Substance 3D Painter, and Autodesk 3ds Max.

## WORK EXPERIENCE

Jan 2019 - Jun 2019 | Oct 2019 - Jun 2020

### Top Digital (Professional Training)

#### Android Developer

I did my two-year degree practices in the software development team, collaborating in the development of office apps for Android with Android Studio mainly in JAVA and Kotlin.

## SKILLS

**Languages:** JavaScript, TypeScript, Dart, C#, JAVA, Kotlin, HTML, CSS, Bootstrap;

**Frameworks/Database:** Vanilla, VueJS, React Native, ReactJS, Angular, AngularJS, RxJS, NgXs, Material UI, Consta UI, Chakra UI, Tailwind, Redux, NodeJS, NestJS, GraphQL, SQL, MongoDB, Firebase, Netifly, PostgreSQL, NextJS, WebGL, Webpack, Flutter, Android Studio, Spring Boot, Three.js, Babylon.js, Pixi.js;

**Software:** Linux (Mint), Windows, macOS;

**Process/Other:** TDD, CI/CD, Project Documentation, Agile Development, Scrum/Kanban, Git, GitHub, Gitlab, BitBucket, Trello, Jira, Jenkins, Docker, Postman, Unit Testing, e2e Testing;