

# SAMUEL SOUTULLO SOBRAL



Graduated in Computer Engineering with a Master's Degree in Game Design and Technology, obtained in Sweden. I consider myself a person who loves to learn new things. Thus, I have gained experience in various fields such as video games, mobile applications and web applications development.

## CONTACT

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## SKILLS

### General purpose languages

Java  
Kotlin  
C/C++  
Python  
Bash

### Web languages and technologies

HTML  
CSS  
JavaScript/TypeScript  
jQuery  
Angular  
PHP  
Java Servlets  
Node.JS (Express)  
SQL  
MongoDB

### Computer graphics

OpenGL (GLSL)  
Unity  
Unreal Engine 4

### Platforms/API's

Android  
JavaFX, Swing, SWT  
PySpark

### Design

Gameplay design  
Level design  
Software design (UML)  
Database modelling (ERD)

### Other

UI/UX prototyping (Adobe XD, Figma)  
Networks and systems administration  
LaTeX

## EDUCATION

📅 2018 - 2020

**MSc in Game Design and Technology**  
University of Gothenburg, Sweden

📅 2014 - 2018

**BSc in Computer Engineering**  
University of Santiago de Compostela, Spain

## WORK EXPERIENCE

📅 2020/08/24 - 2020/12/14

### Research Support Superior Technician

**Centro Singular de Investigación en Tecnologías Inteligentes, Santiago de Compostela (Spain)**  
Development of a LiDAR data visualizer for desktop computers using Java. The 3D rendering was implemented using OpenGL 4, employing the JOGL library as the binding with Java. The GUI was implemented using Java Swing.

📅 2017/06/12 - 2017/08/31

### Big Data Internship

**Supercomputing Centre of Galicia (CESGA), Santiago de Compostela (Spain)**  
Development of algorithms for data filtering and dumping as well as detection of anomalies on time series data from parallel jobs.

📅 2017/07/01 - 2017/07/31

### Research Scholar

**Centro Singular de Investigación en Tecnologías Inteligentes, Santiago de Compostela (Spain)**  
Development of a LiDAR data visualizer application for Android devices using OpenGL.

📅 2016/07/01 - 2017/08/31

### Academic Internship - Programmer

**Oesía Networks S.L., Santiago de Compostela (Spain)**  
Development of Java applications with GUI using SWT and CRUD functionality. Programming of SQL queries for a IBM DB2 database.

## ACHIEVEMENTS

- **Relevant projects**
  - **Blitter**. An Android app that allows users to scan a receipt using the camera and share the expenses among friends or family. It has achieved more than 10,000 downloads so far.
- **Awards**
  - One of the 10 postgraduate scholarships from the Barrié Foundation.
  - Award for one of the three the best academic records on my Bachelor's.
- **Initiatives**
  - **JavaFX course**. During my Bachelor's I organized and taught for free a JavaFX course aimed at other students.

## OTHER INFORMATION

- **Native languages**: Spanish, Galician
- **Certified level of English**: C1 (IELTS)
- **Driving license**: B