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 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 funcionality. 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 taugh for free a JavaFX course aimed at other students.

OTHER INFORMATION

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