

ÓSCAR SÁNCHEZ

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PROFESSIONAL PROFILE

Software Developer focused on Backend with mastery of Java and Spring Boot. Skilled in the full development life cycle: from designing RESTful APIs and SQL databases to implementing SOLID principles. I bring previous work experience in developing technical solutions for real clients, ensuring immediate adaptation to professional workflows and strict adherence to deadlines.

TECHNICAL SKILLS

Languages: Java, C++, Python, C#, PHP, SQL (PostgreSQL, MySQL)
Backend & Frameworks: Spring Boot, Spring Data, Hibernate, RESTful API
Tools & DevOps: Git, GitHub, Postman, IntelliJ IDEA, Eclipse, Docker (Basic)
Concepts: OOP, SOLID Principles, MVC Pattern, Agile Methodologies (Scrum)

PROGRAMMING PROJECTS

Social Network REST API | *Java, Spring Boot, Hibernate, SQL* sanchezardev.github.io

- Design and implementation of a Backend API for user and publication management, applying layered architecture (Controller, Service, Repository).
- Management of complete CRUD endpoints applying RESTful design principles.
- Functional validation of HTTP responses via manual integration testing with Postman.
- Implementation of relational data persistence using Spring Data JPA and Hibernate.

Final Degree Project: Video Game Logic | *C++, UE4, Data Structures* Mar 2020 – Jun 2020

- Development of game programming logic using C++ and OOP in Unreal Engine 4.
- Implementation of an inventory and item management system using custom data structures (Arrays/Structs) simulating persistence.
- Design and programming of enemy behavior using State Machines.

PROFESSIONAL EXPERIENCE

Technical Artist (Unity & Optimization) Jan 2025 – Present
Play&Go Experience Valencia, Spain

- Active participation in the mobile application development lifecycle, ensuring the delivery of stable versions.
- Daily communication with clients to transform business needs into technical implementations, meeting strict delivery milestones.
- Responsible for resource and memory optimization in the Unity engine, ensuring performance on mobile devices.
- Working under agile methodologies, collaborating with the technical team for content integration.

3D Artist (Internship) Sep 2022 – Jul 2023
ESAT (Development Team) Valencia, Spain

- Collaboration in a multidisciplinary team of 18 people, gaining experience in complete production cycles.
- Asset management and resolution of basic conflicts in the project's version control.

EDUCATION

HND in Computer Game Development Sep 2020 – Jul 2023
ESAT (Escuela Superior de Arte y Tecnología) Valencia, Spain

Higher Technician in Multi-platform App Development (DAM) Sep 2018 – Jun 2020
IES Pablo Serrano Zaragoza, Spain

CERTIFICATIONS & LANGUAGES

- Codecademy Certified Course: Learn Spring: Building An App (Backend Focus)
- Codecademy Certified Course: Learn Java: Debugging

Languages: Spanish (Native) | English (Advanced)