

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 <i>Java, Spring Boot, Hibernate, SQL</i>	sanchezardev.github.io
<ul style="list-style-type: none">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 <i>C++, UE4, Data Structures</i>	Mar 2020 – Jun 2020
<ul style="list-style-type: none">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
<i>Play&Go Experience</i>	<i>Valencia, Spain</i>
<ul style="list-style-type: none">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
<i>ESAT (Development Team)</i>	<i>Valencia, Spain</i>
<ul style="list-style-type: none">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
<i>ESAT (Escuela Superior de Arte y Tecnología)</i>	<i>Valencia, Spain</i>
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)