Sandra Lara Castillo

sandralc711@gmail.com
skype: sandralc711
Born: 25th September 1991

about me

8A Pitfield St.
N1 6HA
London (UK)

my portfolio

sandralc.github.io

sandralc711@gmail.com
skype: sandralc711
☏ +44 (0) 7759 867 617

native languages

Spanish, Catalan

languages

english
comprehension(C1)
⬤⬤⬤⬤⬤⬤⬤⬤◯
writing (C1)
⬤⬤⬤⬤⬤⬤⬤⬤◯
speaking (C1)
⬤⬤⬤⬤⬤⬤⬤⬤◯

experience

April 2015 – present	**Ash Gaming (A Playtech Company)** MATHEMATICAL GAME DESIGNER Design and implementation of game mechanics (slot games for retail and mobile devices) Development of simulations, extraction and analysis of data. Playtesting and game balancing	*Full-time job*
Oct 2014 – April 2015	**Akamon Entertainment Millenium** MATHEMATICAL GAME DESIGNER Design and implementation of game mechanics (slot games and videobingo) Development of simulations of whole games, extraction and analysis of data results Playtesting and game balancing	*Full-time job*
Sep 2012 – July 2013 (Barcelona)	**La Salle BCN, Ramón Llull University** MySQL COURSE INSTRUCTOR AND COLLABORATOR Preparing weekly practical classes (1st semester), preparation and teaching of database seminars (2nd semester), design and correction of practical exercises.	*Internship / Collaboration*
2008 – present (Barcelona)	**Epysteme Association (and Orance School, Inc.)** DESIGN AND DEVELOPMENT OF INTERACTIVE EDUCATIONAL CONTENTS AND THE CORPORATE WEBPAGE Design and development of interactive educational contents (Flash, Actionscript, HTML) Design of learning units (Physics, Arts, English, PBL) and their contents.	*Vicepresident*

education

2010 – 2014	**Degree in Multimedia Engineering**	*La Salle Barcelona, Ramón Llull University*
2010 – 2014	**Degree in Computer Engineering** 3 first courses, as part of a double degree	*La Salle Barcelona, Ramón Llull University*
2011 – 2015	**BSc Honours in Mathematics**	*The Open University (UK)*
2007 – 2010	**BSc Honours in Physical Science**	*The Open University (UK)*
2008	**Certificate in Natural Sciences**	*The Open University (UK)*
2007	**Talent and Leadership Campus**	*CTY Spain*
2006 – 2008	**Education Program for Gifted Youth (EPGY)** Courses (and qualification): M040 Calculus A (A), M041 Calculus B (A+), M042 Calculus C (A+), M52A Multivariable Differential Calculus (A-)	*Stanford University (CA)*

a selection of personal & professional projects

2015	**"Ragnarök", Game Designer**	*4 months (solo)*

Commissioned combat card-battle game design for an online PC game.
- Designed game mechanics and systems
- Designed more than 250 cards

2013 – 2014	**Final Degree Project with the Seamless Interaction Group**	*1 year (solo)*

MIW MIW: SENSOR NETWORK USER INTERFACE AND GESTURE INTERACTION TO PROGRAM PHYSICAL OJECTS
Web page: *http://lasallerd.salleurl.edu/node/1138*

2013 – 2014	**"Bittrip", Game and Level Designer, Tech Artist**	*9 months (team of 5)*

Single player, third person platform 3D game with challenging game mechanics
- Designed game concept, elements, levels, challenges and player actions.
- Modelled 3D elements and textures of the inventory for every level (Unity 3D).

computing skills

Data Analysis	Matlab, Microsoft Excel, R
Programming	Languages: Java, C#, C++, PHP, Javascript, ActionScript, Python
	Markup: HTML5, CSS3, Smarty
	Development environments: IntelliJ, Sublime Text 3, PhpStorm, Eclipse, VisualStudio, Unity 3D
	Version control: Git, Tortoise SVN
Operative syst	Mac OSX, Windows (XP, 7, 8)
Office programs	Microsoft Office package, iWork package, LYX, typewriting 100 wpm in Spanish and 90 wpm in English
Design Oriented Programs	Creation: Adobe Suite (Illustrator, Photoshop, Premiere Pro, After Effects), Flash
	3D modelling and animation: Blender, 3D Studio Max
	2D animation: Blender, Flash
	Web design: Dreamweaver, HTML, CSS mark-up

analytical & technical skills

Logical thinking	Ability to logical thinking, comprehension of structured information and uncover hidden patterns
Mathematics & Statistics	Expertise in mathematics and statistics
	Experience in mathematical analysis and modelling, analysis of data and conclusions drawing
	Ability to extract qualitative data and generate graphical representation for others to use
Learning habits	Fast learner.
	Ability to work under pressure and to manage hard situations

social & organizational skills

Team work	Have worked in large teams, performing tasks for different groups and profiles (artists, product owners, client & server developers, etc.)
Organization	Good working and organized habits
	Ease to adapt to new situations and new environments
Pressure	Ability to work under pressure and to manage hard situations

artistic skills

Graphic design	Passion for hand drawn and digital design
	Practical ability to create and manipulate physical and digital images
Cinema	Possess cinematographic theoretical knowledge and film-making skills
	Can handle Reflex cameras and Canon XA10 (video semi - professional camera)
Literature	Love of literature and writing skills