Sandra Lara Castillo

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Born: 25th September 1991

Recent achievements

- 3rd Prize Winner in Life Love Game Challenge 2016 with game "Honeymoon".
- #147 in "Overall" category and #20 in "Mood" in Ludum Dare 35 with compo-entry "This Dungeon Is Alive".

Experience

April 2015 – present (London)	**Ash Gaming (A Playtech Company)** *Mathematical Game Designer*	*Full-time job*

- Product design and implementation of game mechanics (slot games for retail and mobile devices)
- Development of simulations to extract statistical data from games
- Perform quantitative analysis of games experience and performance to model future games
- Modelling of games for later playtesting and game balancing

Oct 2014 – April 2015 (Barcelona)	**Akamon Entertainment Millenium** *Mathematical Game Designer*	*Full-time job*

- (As above) Slot games and videobingos

Sep 2012 – July 2013 (Barcelona)	**La Salle BCN, Ramón Llull University** *MySQL course instructor and collaborator*	*Internship / Collaboration*

- Weekly practical classes, database seminars, design and correction of practical exercises

2008 – present (Barcelona)	**Epysteme Association (and Orange School, Inc.)** Design and development of interactive educational contents and the corporate webpage	*Vice-president*

- Front-end design, HTML, CSS, Javascript, Flash (AS3)
- Design of interactive learning units (Physics, Arts, English, PBL) and their contents

Education

2011 – 2015	**BSc Honours in Mathematics** Awarded first-class Honours	*The Open University (UK)*
2010 – 2014	**Degree in Multimedia Engineering** Rank #1 in the class	*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*
2007 – 2010	**BSc Honours in Physical Science**	*The Open University (UK)*
2007	**Talent and Leadership Campus**	*CTY Spain*
2006 – 2008	**Education Program for Gifted Youth (EPGY)** Courses: M040 Calculus A, M041 Calculus B, M042 Calculus C, M52A Multivariable Differential Calculus	*Stanford University (CA)*

Key skills

Game System Design & Balance

- Core mechanics & system design experience (inc. platformers, adventure, board and card games)
- Level-design experience (platformers and puzzle games)
- Expertise in game modelling and game balancing using Excel (in a heavily playtest-iterative process)

Game Development

- Hands-on experience with Unity 3D, Flash, LibGDX (Java framework)
- Intuitive UI/UX design for websites and games; testing experience in a UX lab

Prototyping

- Rapid prototyping and design proficiency with Balsamiq, Illustrator, Photoshop, Powerpoint
- Experience with paper prototyping
- Hands-on experience with physical prototyping tools (Arduino, Teensy) and Processing programming

Analytical & technical

- Ability to logical thinking, comprehension of structured information and uncover hidden patterns
- Expertise in mathematical analysis and modelling, analysis & representation of data and conclusion drawing

Continuous growth

- I work on several personal projects a year where I can explore new directions and expand my skillset
- Fast learner

Computing skills

Data Analysis

- Microsoft Excel and Matlab

Programming

- Languages: Java, C#, PHP, Javascript, AS, HTML5, CSS3, Smarty, Processing, (experience with C and Assembler)
- Development environments: Unity 3D, IntelliJ, Sublime Text 3, PhpStorm, Eclipse, VisualStudio
- Operative Systems: Windows (XP, 7, 8, 10), Mac OSX

Art & design skills

- Design experience in Adobe Suite (Illustrator, Photoshop, Premiere Pro, After Effects), Flash
- Experience in 2D animation with Blender, Flash
- Practical ability to create and manipulate physical and digital images
- Modelling and animation in 3D Studio Max and Blender

Social & organizational skills

Team work

- Have worked in large teams, performing tasks for different groups and profiles (artists, product owners, client & server developers, etc.)
- Ability to explain new ideas, as well as work on other people's and incorporate feedback on my work

Organization

- Good working and organized habits
- Ease to adapt to new situations, tools and environments

Pressure

- Ability to work under pressure and to manage hard situations

Native languages

Spanish, Catalan

Languages

English (C1): fluent comprehension, writing and speaking (more experience studying and working in English than native languages)