

# Sandra Lara Castillo

London, United Kingdom

Online Portfolio: [www.sndr.lc](http://www.sndr.lc)

<https://uk.linkedin.com/in/sandralaracastillo>

sandralc711@gmail.com

skype: sandralc711

Born: 25th September 1991

## Experience

April 2015 – present (London)	<b>Ash Gaming (A Playtech Company)</b> <i>Mathematical Game Designer</i> <ul style="list-style-type: none"><li>Product design and implementation of game mechanics (slot games for retail and mobile devices)</li><li>Development of simulations, extraction and data analysis</li><li>Playtesting and game balancing</li></ul>	<i>Full-time job</i>
Oct 2014 – April 2015 (Barcelona)	<b>Akamon Entertainment Millenium</b> <i>Mathematical Game Designer</i> <ul style="list-style-type: none"><li>(As above) Slot games and videobingos</li></ul>	<i>Full-time job</i>
Sep 2012 – July 2013 (Barcelona)	<b>La Salle BCN, Ramón Llull University</b> <i>MySQL course instructor and collaborator</i> <ul style="list-style-type: none"><li>Weekly practical classes, database seminars, design and correction of practical exercises</li></ul>	<i>Internship / Collaboration</i>
2008 – present (Barcelona)	<b>Epysteme Association (and Orange School, Inc.)</b> Design and development of interactive educational contents and the corporate webpage <ul style="list-style-type: none"><li>Flash (AS3), HTML</li><li>Design of learning units (Physics, Arts, English, PBL) and their contents</li></ul>	<i>Vice-president</i>

## Education

2010 – 2014	<b>Degree in Multimedia Engineering</b> Rank #1 in the class	<i>La Salle Barcelona, Ramón Llull University</i>
2010 – 2014	<b>Degree in Computer Engineering</b> 3 first courses, as part of a double degree	<i>La Salle Barcelona, Ramón Llull University</i>
2011 – 2015	<b>BSc Honours in Mathematics</b> Awarded first-class Honours	<i>The Open University (UK)</i>
2007 – 2010	<b>BSc Honours in Physical Science</b>	<i>The Open University (UK)</i>
2007	<b>Talent and Leadership Campus</b>	<i>CTY Spain</i>
2006 – 2008	<b>Education Program for Gifted Youth (EPGY)</b> Courses: M040 Calculus A, M041 Calculus B, M042 Calculus C, M52A Multivariable Differential Calculus	<i>Stanford University (CA)</i>

## 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)