Sandra Lara Castillo

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Born: 25th September 1991

about me

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native languages
spanish, catalan

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

my portfolio
sandralc.github.io

experience

Oct 2014 - present (Barcelona)	**Akamon Entertainment Millenium** MATHEMATICAL GAME DESIGNNER Design and implementation of game mechanics (slot games and videobingo) Development of simulations of whole games, extraction and analysis of data results Identification of patterns on games data and adjustment of game mechanics Development of mathematical engines for slot and videobingo games	*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 thematical seminars (2nd semester), design and correction of practical exercises.	*Internship / Collaboration*
2008 - present (Barcelona)	**Epysteme Association (and Orange 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-present	**BSc Honours in Mathematics** One module left ending in June 2015	*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 projects

2013-2014   **Final Degree Project with the Seamless Interaction Group** *1 year (solo project)*
MIW MIW: SENSOR NETWORK USER INTERFACE AND GESTURE INTERACTION
TO PROGRAM PHYSICAL OBJECTS
Web page: *http://lasallerd.salleurl.edu/node/1138*

2012-2013   **"VIHDA", Mathematical Game Designer**   *4 months (team of 2)*
Single player, 2D simulation game to raise awareness among youth about AIDS
- Researched, collected and processed simulation database, selecting most relevant features for the simulation.
- Developed game in Flash (Actionscript). Implemented AI and basic behaviour. Implemented 2D graphical interface and map of the game.

2013-2014   **"Bittrip", Game Designer, 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 systems	Mac OSX, Windows (XP, 7, 8)
Office programs	Microsoft Office package, iWork package, LYX, typewritting 100wpm in Spanish and 90wpm 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 markup

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	Rapid learning habits
	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

artistical skills

Graphic design	Passion for hand drawn and digital design
	Practical ability to create and manipulate physical and digital images
Cinema	Posess 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