



Sandra Lara Castillo

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about me

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native languages
spanish, catalan

languages
english

comprehension (C1)
writing (C1)
speaking (C1)

my portfolio
sandralc.github.io

education

2010-2014	Degree in Multimedia Engineering	La Salle BCN, Ramón Llull University
2010-2014	Degree in Computer Engineering 3 first courses, as part of a double degree	La Salle BCN, 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)

experience

2012-2013	La Salle BCN, Ramón Llull University Database course instructor and collaborator Weekly practical classes (1st semester), preparation and teaching of thematical seminars (2nd semester), design and correction of practical exercises.	Internship / Collaboration
2008-present	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 (Arte, Inglés, Física) and their contents	Vicepresident

projects

2013-2014	Final Degree Project with the Seamless Interaction Group Miw Miw: Sensor network user interface and gesture interaction to program physical objects	1 year (solo project)
2013-2014	"Bittrip"; Game Designer, Level Designer, Tech Artist Single player, third person platform 3D game with challenging game mechanics ● Designed game concept, elements, levels, main components, challenges and player actions. ● Modelled 3D elements and textures of the inventory for every level (Unity 3D). Integrated art assets.	9 months (team of 5)
2013	"Wrath of Gods"; Producer, Game Designer & Developer, Artist 2 players (P2P, to play as LAN), strategy 2D game acclimated in H.P. Lovecraft's gothic universe. ● Designed game concept, elements, main components, challenges and game mechanics. ● Developed the P2P connection, graphical interface and map (C# in VisualStudio).	4 months (team of 2)
2013	Web application "LinkSalleIn"; Web Developer Social network similar to LinkedIn for La Salle students ● Developed web app using MVC paradigm, in PHP with SIFO framework and Smarty.	4 months (team of 2)
2012-2013	"VIHDA"; Producer, Game Designer, Game Developer, Artist Single player, 2D simulation game to raise awareness among youth about HIV and AIDS ● Designed game concept, elements, main components, challenges and game mechanics. ● Developed game in Flash (Actionscript). Implemented AI and basic behaviour. Implemented 2D graphical interface and map of the game.	4 months (team of 2)
2011-2012	"LS Racer"; Game Developer Single player, 3D racing game, using OpenGL and DevIL for the textures ● Programmed 3D model loading and lightning. Implemented bounding boxes and game mechanics.	4 months (team of 2)

skills

computer & programming

languages: C, C++, C#, Java, PHP, Javascript, Python, ActionScript; markup: HTML5, CSS3, Smarty; frameworks: JQuery, CakePhp, Sifo; development environments: Sublime Text 3, PhpStorm, Eclipse, VisualStudio, Tortoise SVN, Git; creation: Adobe Illustrator, Adobe Photoshop, Freehand, Flash; 3D: Blender, 3DStudio Max; 2D animation: Blender (& Video Editor), Flash; video editing: Adobe Premiere Pro, After Effects

social & organizational

have worked in teams of up to 6 people with different roles; good working and organized habits and ease to adapt to new situations; ability to work under pressure and to manage difficult situations

technical

rapid learning ability; ability to logical thinking, comprehension of structured information and uncover hidden patterns; rigor and intellectual engagement; expertise in mathematics and statistics; experience in mathematical analysis and modelling; usability and user experience knowledge; experience in a usability & UX lab (UserLab).

artistical

love of literature, writing skills; cinematographic theoretical knowledge and film-making skills; use of Reflex cameras and Canon XA10; practical ability to manipulate and create physical and digital images