

SERGIO GAVILÁN FERNÁNDEZ

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SUMMARY

I love to continuously learn about different fields of programming such as mobile applications development, low level programming or deep learning. Even so, topics such as computer graphics or gameplay programming are my passion.

SKILLS

Programming Languages: C/C++, Java, C#, Python
Technologies: Unity, Android Studio, OpenGL, Firebase, Adobe Creative Cloud
Attitude: Hard worker, Self-learner, Curious
Others: Git, Premake, HTML, CSS, Agile (Scrum)
Languages: Spanish (mother tongue), French (basic level)

EDUCATION

Universidad Complutense de Madrid Madrid, Spain
Game development degree (Programming) 2016 - 2020

WORK EXPERIENCE

Fundación ONCE / INSERTA Madrid, Spain
Android Developer November 2019 - Present

- Continuation of the AR application made in Java for Open Summer of Code.
- Responsible for adding new AR features to measure accessibility.
- Database accounts management with different profiles.
- Adding different forms to define the AR experiences.

Open Summer of Code Madrid, Spain
Android Developer July 2019 - August 2019

- Built AR simulator for accessibility evaluations.
- Android application made in Java, Firebase for accounts management, Word report export.

PROJECTS

Arbility Java, ARCore, Firebase, Android Studio, XLM
Augmented Reality mobile app for Fundación ONCE to check buildings physic accessibility.

C++ Game Engine C++, Ogre3D, CMake, JSON, Visual Studio
<https://github.com/xBlacKnife/Proyecto-III>
C++ data based engine made from scratch. Component-entity-system, audio, physics, scene manager, entities factory...

Evolutionary Algorithms Java, Eclipse <https://github.com/sgavil/PEv>
Evolutionary Algorithms implementations to solve different problems such as the combinatorial optimization to design the most optimum layout of sanitary buildings.

Deep learning Mobile Price Classification Python
https://github.com/sgavil/AAyMineria/tree/master/Proyecto_Final
Deep learning tool that finds a mobile phone price given some specs. It gives the user the possibility to use different techniques as neural network, SVM, logistic regression or Keras.

Replanet Unity, C# <https://firsttry.itch.io/replanet>
Eco action game developed for the Global Game Jam 2020.

The Hive C++, SDL <https://www.youtube.com/watch?v=leNaPdbPWOI>
BoardGame (2 or 4 players) with different mini-games.

Texture Error Detector Python, C#, Unity <https://youtu.be/y4Xt1vMX5Ik>
Tool for finding texture failures as well as to compare images and detect missing objects in scenes using patterns and colours.