Sergio Gavilán Fernández
C++ Graphics / Games Developer

email	ssjsrgx@gmail.com
website	https://sgavil.github.io/portfolio/
github	https://github.com/sgavil
linkedIn	https://www.linkedin.com/in/sgavil/

Work experience

Android Developer November 2019 – Present
Fundación ONCE / INSERTA

Responsible for the development of the continuation of the application Arbility implementing different augmented reality accessibility elements checkers and various profiles with Firebase.

Java, ARCore, Android Studio, XML, Firebase.

Android Developer July 2019 – August 2019 (2 months)
Open Summer of Code

Responsible for the development of an Android prototype application (called Arbility) that uses Augmented Reality to measure accessibility (focused on people with reduced mobility).

Java, ARCore, Android Studio, XML.

Personal Summary

Game programming related topics are my passion, such as game engine programming, graphics or gameplay programming. I love to continuously learn about different fields of game development.

My strongest skills are my fast learning, creativity solving problems and my continuous craving for knowledge. I like to work with multidisciplinary people to hear and learn from them.

Skills

- ▸ Programming Languages
  - ◦ C/C++
  - ◦ Java
  - ◦ Python
- ▸ GameDev Technologies
  - ◦ Unity3D
  - ◦ Android Studio
  - ◦ Ogre3D
  - ◦ SDL

  - ◦ Game Engine Architecture and internals
  - ◦ AI for Video Games

  - ◦ Telemetry and Usability

- ▸ Others
  - ◦ Git
  - ◦ Premake
  - ◦ Scrum
  - ◦ LaTeX

Projects

C++ and OGRE3D Game Engine
C++ Game Engine from scratch: entity component based, FMOD for audio, bullets physics engine, data-based architecture (terrain and entities factory read from json) ...
https://github.com/xBlacKnife/Proyecto-III

JS and Phaser Game
JavaScript and Phaser remake developed to be included in the Universidad Complutense de Madrid's Retro Games Museum.
https://srgxv1.github.io/SnowCousinsRemake

Cross-platform Java Game
University Project. Windows Desktop and Android game developed using Java in Android Studio. (Platforms abstraction, JAVA Swing for rendering, unique game logic for both platforms).
https://github.com/sgavil/VPM/

Education

Game Development degree (Universidad Complutense de Madrid) 2016-2020

Extra Information

- ▸ Languages:
  - Spanish (mother tongue).
  - French (medium level).