Sergio Gavilán Fernández

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Summary

Passionate video game developer graduate with a flair for problem solving.

My journey into programming has been fueled by an insatiable appetite for learning. Whether mastering new programming languages or exploring emerging technologies, I am committed to staying at the forefront of innovation in the industry.

The ability I have to adapt to evolving scenarios and collaborate effectively within interdisciplinary teams ensures that every project I contribute to achieves its full potential.

Experience

C++ Core Engineer

SEDDI

Jan 2021 - Present (3 years 3 months)

Backend development for SaaS aimed to textures digitalization and fabrics 3D simulation.

- Modern C++ for high performance computing system (C++14/17)
- Python development (Flask, SQLAlchemy, GBuckets)
- Managing different 3D related files like u3ma and gltf
- Microservices creation, maintenance and communication (RabbitMQ)
- CMake, conan and vcpkg

Android Developer

Fundación ONCE / Inserta

Nov 2019 - Oct 2020 (1 year)

- Developing Augmented Reality features for Android devices with ARCore
- Users profile management and Firebase database connection
- UI design and implementation

Android Developer

open summer of code

Jul 2019 - Aug 2019 (2 months)

Design and development of an augmented reality application to evaluate accessibility for people with disabilities. Application for Android using Java

Education

Universidad Complutense de Madrid

Game Development

2016 - 2020

Skills

C++ • Python (Programming Language) • Git • RabbitMQ • MySQL • Application Programming
Interfaces (API)