

Sergio Gavilán Fernández

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Education

Universidad Complutense de Madrid

Game development (programming)

Madrid, Spain

2016 – 2020

Work Experience

Fundación ONCE

Android Developer

- 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.

Madrid, Spain

July 2019 – August 2019

Open Summer of Code

Android Developer

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

Madrid, Spain

July 2019 – August 2019

Skills

Programming Languages: C/C++, Java, C#, Python

Technologies: Unity, Android Studio, OpenGL, Firebase, Adobe Creative Cloud

Others: Git, Premake, Scrum, HTML, CSS

Languages: Spanish (mother tongue), French (basic)

Projects

Videogame engine

Engine made from scratch. Component-Entity-System based, FMOD for Audio, Bullet physics engine, CEGUI for interfaces, Entities factory using JSON as data provider, terrain management through JSON files, scenes manager...

C++, Ogre3D, CMake, JSON, Visual Studio

<https://github.com/xBlacKnife/Proyecto-III>

The Hive

BoardGame (2 or 4 players) with different minigames which make the players move along in the board.

C++, SDL

<https://youtu.be/leNaPdbPW0I>

Raytracer

Raytracer developed from scratch with support for different techniques such as antialiasing, diffuse materials, blurs...

C++, Visual Studio

<https://github.com/sgavil/RayTracer>

Arbility

Augmented Reality mobile app for Fundación ONCE to check buildings physic accessibility.

Java, ARCore, Firebase, Android Studio, XLM

<https://youtu.be/y4Xt1vMX5Ik>

Evolutive Algorithm

Different Evolutive Algorithms implementations to solve different mathematical problems

Java, Eclipse

<https://youtu.be/leNaPdbPW0I>