**PERSONAL DETAILS**

Surname: Gil Mendez

Name: Juan Jose

Nationality: Spanish

Address: Partida el campet 14

Agost, Alicante, Spain

Mobile: +34 611351806

E-mail: [juanjosegilmendez@hotmail.com](mailto:juanjosegilmendez@hotmail.com)

# ABOUT ME

I am a software developer with a background in C/C++ and currently using C# and Unity. There are many areas in which I am interested, but mainly games, graphics, embedded systems, mobile, 3D.

I have worked in both small and big companies, and as a part of a team and as a solo developer

I prefer working on full time permanent positions, but I have also been working on different kind of contracts and personal projects, mostly related to graphics, games, etc..

# WORK EXPERIENCE

## *March 2020 – Present*

I am currently working as a freelance developer, mainly using Unity.

In this time, I have published two personal games:

* Spanish quest (An educational game for practicing Spanish)

https://play.google.com/store/apps/details?id=com.jjplus.spanishquestfree

* Alfred Pelrock (A conversational point and click game)

https://play.google.com/store/apps/details?id=alfred.pelrock.full&pli=1

And done collaborations with a couple of companies:

* A football game for Keyword Studios:

https://financialsoccer.com/ie

* Some small bug fixes and general maintenance for tribes.studio

<https://tribes.studio/>

And currently, I am in a contract position with Kokku games, doing a bit of everything for the game Prison Architect

For this project we use both C# and C++: The game itself is written in C++, and to be used within Unity, we use a customized version of the engine

## *October 2018 – March 2020*

**Unity developer**

[**https://www.cat-europe.com/en**](https://www.cat-europe.com/en)

**Technologies used:** C#, Unity, Perforce

## Working as a unity developer, creating a custom application for flight school students.

## The application works as a PDF reader with many customizations based on the student needs: post-it’s, highlighting text, bookmarks, 3D models

We work in C#, deploying to different devices, and use perforce to source control and Slack for communication

## *June 2017 – July 2018*

**Senior C++ and android developer**

**More Trees Inc**

**https://play.google.com/store/apps/details?id=com.wishyoo.src**

**Technologies used:** C++, Android, OpenGL, Git

## Working as a software developer in a distributed team of 10 developers.

## My main task is the graphic aspect of the application where I work in both the native for android

## and the more generic using OpenGL

## *Jan 2016 – Sept 2016*

**Senior C++ developer**

**Microsoft Lift studios (http://www.lift.london)**

**Technologies used:** C++, C#, Visual studio, Git

## I worked as a contractor for Microsoft, being part of the team updating Paint (the

## editing program from Microsoft) for doing 3D painting.

My main task was writing internal tools to work across different 3D formats and SDK’s (FBX from Autodesk, 3MF, 3DS), so Paint will be able to use as many formats as possible and convert between them.

Apart from the Visual Studio environment, we use visual studio online for building, bug tracking, and testing

## *Nov 2013 – Sept 2015*

**Senior C++ and Android developer**

**Marmalade (www.madewithmarmalade.com)**

**Technologies used:** C++, Java, QT, Eclipse, Android studio, Visual studio, Perforce

Working in a team of 8 developers in an agile environment making use of techniques like peer programming, test driven environment, backlogs and continuous integration, we develop, test, and maintain the SDK that allows to create cross platform games in C++.

My job in the team involves developing, testing and maintain all aspects of the SDK: GUI, Graphics, memory management, multithreading, external api’s (Facebook, Twitter, etc..) as well as internal tools to allow artists to work with this SDK.

The SDK itself is written in C++, and some layers specifically written in native languages like java for android and objective C for iOS

Therefore, the job implies working with C++ and some third party libraries like STL, QT, shaders for OpenGL, or natively in Android

## *Jan 2012 –August 2013*

**Android developer**

**Lambdroid (www.lambdroid.co.uk)**

I set up my own limited company and did a number of native android apps as a contractor

All these apps can be found here:

[www.lambdroid.co.uk](http://www.lambdroid.co.uk/)

## *March 2011 – December 2011*

1. **Android developer**

**Bupa, London**

**Technologies used:** Android**,** Java, Eclipse, SVN

At Bupa, I wrote from scratch two applications related to fitness and health:

<https://play.google.com/store/apps/details?id=bupa.fitness&feature>

and

<https://play.google.com/store/apps/details?id=bupa.members>

Doing these two projects involved a lot of interaction with back end web services, json and xml decoders, video, audio, gps, data encryption, google maps...

## *October 2010 – February 2011*

**Android developer**

**Jigsaw digital, London**

**Technologies used:** Android**,** Java, Eclipse, SVN

I worked in a short term contract, developing the android version of the MyO2 app for iPhone:

<http://itunes.apple.com/gb/app/my-o2/id325533754?mt=8>

and the Barclays Cycle app:

<http://cyclehireapp.com/>

Working in these two apps, involves working with external api’s, parsing xml data, and making use of the google maps, gps functionality, and augmented reality

## *July 2010 – October 2010*

1. **Android developer**

**Grapple mobile, London**

**Technologies used:** C++, QT, SVN

I worked in a project for nokia phones, using the QT framework and symbian libraries.

This Project is about managing a huge database of music videos, and playing on and off line

It can be seen and downloaded from:

http://store.ovi.com/content/65947?cid=ovistore-fw-bac-na-acq-na-audiotube-g0-na-1

## *September 2009 – March 2010*

1. **C++ Software engineer**

**Imd, London**

**Technologies used:** C++, C#, QT, Metaglue, Directshow, CVS

I worked as a C++ developer for a company that deliveries video content.

My duty was writing specific DirectShow filters to be used in an application written in C#.

These filters covered a variety of areas, from audio and video manipulation (modification of aspect ratio, splitting audio and video content, changing AFD values, chopping video and audio parts), to parsing video files

Also, I learned and worked with an sdk called MetaGlue, mainly for dealing with MXF files (audio and video containers), and gained some kwnoledge of SQL

## *January 2009 – June 2009*

1. **Android developer**
2. **Group Medianet, London**

**Technologies used:** Android, Eclipse, CVS

I worked as a freelance java developer, making applications for the android powered phones (G1)

The project that I did is called EchoMobi ([www.echomobi.com](http://www.echomobi.com/)), and it is a software for mobile phones that allows to translate words and sentences through many different languages

Apart from working in Java and using extensively the android sdk, I am using the jakarta open source sdk to access ftp servers

The IDE that I use is eclipse

## *September 2007 – November 2008*

1. **C++ Software engineer**

**Amx Inspired Signage, London (UK)**

**Technologies used:** C++, C#, Delphi, Directshow, Accurev

Working as a C++ and Delphi developer

In this company I was in charge of writing filters for DirectShow in order to improve the functionality of the main application; a media player capable of create, schedule and deliver audio and video content.

I did a variety of different filters, from wrapping a number of capture cards so the main application didn’t have to deal with specific hardware data (setting up, configuration), and would choose the best (or only) capture card attached to the system, to controlling the system clock (speeding up, slowing down)  if there was some lack of synchronization, to players for different formats

I was using C++ and DirectShow for the filters, as well as Delphi for the main application

On the C++ part, I had to do an extensive use of STL, especially vectors and lists for managing the effect chain of different filters. Also the boost library is used for multithreading purposes

CVS is used for backup and version controlling

## *January 2007– May 2007*

1. **C++ Software engineer**

**Imagineer systems, Guildford (UK)**

**Technologies used:** C++, QT, OpenGL, DirectShow

Working as a multimedia developer for a project called monet; a video editor and track system

Developed in C++ for Xcode (Mac)

-          I use OpenGL for rendering and visualization

-          Qt 4.0 for GUI, as well as many other useful widgets, like strings, labels, files utilities, pixmaps

-          QuickTime SDK, for adding functionality to quicktime movies, specially non-rectangular shapes llinked to web pages

-          Use of cvs for backup and version controlling

## *July 2006 – October 2006*

1. **C++ Software engineer**

**Visual Media FX, London (UK)**

**Technologies used:** C++, DirectShow, OpenGL, CVS

Working as a multimedia developer for the open source project jahshaka.

A realtime editing and effect system

Developed in C++ for Visual Studio 2003/2005

-          Used OpenGL for rendering / visualization

-          DirectShow SDK for creating plugins of video / audio for wmv files

-          Boost and Stl libraries used in many aspects of the application, specially in multithreading purposes

-          Use of cvs for backup and version controlling

## *January 2006 – June 2006*

1. **C++ Software engineer**

**Estructure TV, Madrid (Spain)**

**Technologies used:** C++, DirectShow, Avisynth

Developed broadcasting systems for local tv´s

Developed in C++ for Visual Studio 2003

-          Use of DirectShow and Avisynth libraries in order to play diferent video formats

-          Creating dlls to improve Avisynth functionallity, specially the ability of setting up a huge amount of movies to be played

-          Use of microsoft framework for GUI purposes

-          Use of SourceSafe for backup and version controlling

## *September 2003 – September 2005:*

1. **C++ Software engineer**

**Slater Software Laboratories, Madrid (Spain)**

**Technologies used:** C++, DirectX, QT, SourceSafe

Developing image treatment software in Visual C++, using DirectX, Shaders, and QT

for the two below projects:

-          virtual study television: pre/post production, virtual scenarios, animations, effects

-          video projection over a 3d surface, with colour filters, image enhancement, effects

Use of SourceSafe

## *September 2001 – January 2003:*

**Software engineer**

**Indra Sistemas, Madrid (Spain)**

Responsible for developing and maintaining the embebbed underground system of Madrid, Lisbon and Santiago de Chile.

The system was based on a 80C186EC processor, and the software was written in C and assembler

## *March 2000 - March 2001:*

**Software engineer**

**Two Way TV, London (UK)**

**Technologies used:** C, OpenTV

Worked as an Open TV developer, in charge of developing games, menus, interactive advers for digital television

The used technology was C and Open TV libraries

## *February 1998 - February 2000:*

**Software engineer**

**Deibus Studios, London (UK)**

**Technologies used:** C/C++, DirectX, MFC

Worked as a Game Programmer on two projects made in Visual C and assembler, using Direct X and MFC libraries:

-          An educational 3D game for the organization *Going for Green,* called “Green Village”. This interactive game was part of a project destinated to teach environmental issues to the kids in the schools in England

-          A 3D bike game called “Extreme Biker”. In this game I was in charge of creating the 3D engine alongside another programmer

**EDUCATION:**

**1989-1994:** Computer Science at the University of Alicante, Spain

**1986-1992:** Piano

**PROGRAMMING SKILLS:**

-          **C, C++:**More than 15 years of experience, currently used

- **Unity:** About 4 years of experience, currently used

- **JAVA:**   5 years of experience, currently used

-          **Direct X:**4 years of experience, currently used

-          **OpenGL:** 2 year of experience

-          **Shaders:**1 year of experience, currently used

-          **Qt: 4** years of experience, currently used

-          **Open Tv:**1 year of experience

-          **Assembler:**5 years of experience

-          **Unix:** No work experience, used at home

-          **J2ME:** about 6 months of experience, used currently at my spare time