

MIGUEL VICENTE LUCENA

computer software engineer

Málaga, Spain

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Experience

Solicitud y aprobación de Zarpes

May 2019 - March 2020

Instituto Nacional de Espacios Acuáticos, Venezuela

Html - CSS - Vue.js - Firebase - Tailwindcss - Expressjs - PWA - PostgreSQL

- **Web app for small and sport boats users**, to request a dock departure where their current ship is located.
- **A web portal for commodores and dock captains**, where they can see all the dock departure request information and properly judge if the request meets all the criteria for approval.
- **Admin portal for stats and authorization**; here, admins can register or suspends accounts for commodores and dock captains to use and more importantly able to see a collection of different graph showcasing info such as amount of approved or denied dock departures by dock and state, and individual authorization per commodore or captain.
- **Js API built in Expressjs and auth access with Firebase**, all the previous portals connect to an API to make the proper request to the db provided the pass the authentication using Google Firebase's SDK

Web Media Player

Browser music media player

January-February 2018

Vancouver Film School, Canada

Html - CSS - Vue.js - Buzz.js - Tailwindcss - PHP - Perforce P4V - PWA

- **.mp3 file playback**, on both desktop and mobile using buzz.js as the handler and with Vuejs as the front-end for the client app
- **PHP back-end**, as storage for the .mp3 files where the clients apps would fetch them.

Unreal Engine 4 game, Savior

3rd Person Coop Tower Defense Game

Network & AI Programmer

Summer 2017

Vancouver Film School, Canada

C++ - UE4 4.17 - OnlineSubsystem - Behaviour Tree - Perforce P4V - Pivotal - Agile

- **Network system module**, using the online subsystem to manage the connection of up to 2 players interacting with the world and enemy AIs on the level.
- **Artificial Intelligence module**, responsible for the individual state of each enemy entity and a spawn module feed by a spreadsheet to control enemy spawn timers and waves numbers.

Artefacto Estudio Creativo

Intership, Fullstack dev

April 2014 - September 2016

Caracas, Venezuela

Html - Css - JQuery - Java - MySQL - Google Maps API - PHP - Unity + Vuforia

- **Alertometro a Web and mobile android application**, for reporting community issues in the metropolitan area of Caracas, using Google's Maps API.
- **Augmented reality project**, as a platform for marketing of new products and services. Develop with Unity3D game engine with the Vuforia SDK.

Studies and Proficiencies

TOEFL iBT - Score: 103 out of 120 - Canada, June 2016

Diploma - Programming for games, web and mobile - Vancouver Film School. Canada, 2017-2018

IELTS - General Training, Score: 7 (7.5, 7, 6.5, 6.5) - Venezuela, September 2018

Degree - Computer Software Engineer - Universidad Católica Andrés Bello. Venezuela 2008-2015