

Software Developer

Antonio López Sánchez
January, 20th 1987
Salou, Tarragona
alopezs1987@gmail.com
<https://tonilsz.github.io>



Skills

- **Languages:** C++, C#, Java, XML.
- **Frameworks and IDEs:** Unity3D, Unreal Engine, Visual Studio, Android Studio.
- **Other related skills:** CVS (Git), Scrum (Trello), Modeling (3Dmax), animation (Maya).

Experiences

- June 2017 - Now

AR/VR developer – *Active Online Digital SL*

Developing our own AR engine for Android with native code and Opengl, also creating different interfaces for different customers.

- October 2014 – April 2016

Junior consultant – *Capgemini*

Support on a series of applications, on the field of banking focusing on the Backend. Using Java, PL/SQL and Power builder languages also developing an Android App for a hazard prevention and control company.

- July 2014 - August 2014

Web developer - *DEALBERRI*

Support the implementation of a web project of management of snuff vending machines.
Developing the backend based in php and python.

Contributions

- October 2015 – January 2017

Game developer – *Maturuturu Studios*

Developing Drop, which started as a master degree project. Doing the functions of programmer and lead producer. Developed with Unity3D.

Studies

- September 2015 - October 2016

Master degree in video games design and creation – *UPC Tech Talent*

- September 2009 - February 2014

Technical Engineering in Computer Management – *Escola Politècnica Superior d'Enginyeria de Vilanova i la Geltrú (UPC)*

- September 2005 - June 2008

High Certificate in Application Development – *IES Mila i Fontanals*

- September 2003 - June 2005

Medium Certificate in Operational Systems - *IES Mila i Fontanals*

Languages

Spanish – Native

Catalan – Native

English – B1 Certificate