

Software Developer

Antonio López Sánchez

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<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).

Work Experience

June 2017 - Present

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.

Working directly with C++ in android engine, backend and front end including UI. Unreal engine. Some project based work in C# and Unity.

October 2015 – January 2017

Game developer – *Maturuturu Studios*

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

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.

Education

September 2015 - October 2016

Master's degree in video games design and creation – *UPC Tech Talent (10/10)*

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