

# Software Developer

Antonio López Sánchez

January, 20th 1987, Salou, Tarragona, [alopez1987@gmail.com](mailto:alopez1987@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).

## Work Experience

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

### - 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.

### - 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.

## Education

### - 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)