Software Developer

Antonio López Sánchez
January, 20th 1987
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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 2015 – January 2017**
Game developer – *Maruruturu 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.
- **July 2014 - Agust 2014**
Web developer - *DEALBERRI*
Support the implementation of a web project of management of snuff vending machines. Developing the backend based in php and phyton.

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