

# Nacho Lasheras

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## Summary

Software developer with 10 years of experience in the game industry. Worked in games for *App Store*, *Google Play* and other mobile platforms.

Specialties: Android, iPhone, Game UI, code build

## Experience

2015–present **Game programmer**, *Supercell*, Helsinki.

I am now working in one of the new game teams.

2014–2015 **Gameplay programmer**, *Remedy Entertainment*, Espoo.

I was on the Digital team where I worked on two unreleased mobile games for iOS using Unity.

2009–2014 **Technology programmer**, *Digital Legends Entertainment*, Barcelona.

I've moved away from the production team and worked in the Technology department, developing my owned systems further inside our proprietary game engine (*Karisma*).

- Added a downloader to *The Respawnables* to download part of the game assets from Internet.
- Implemented the generation of *Xcode* projects inside the code build, allowing us to make one-step builds without having to upload the project bundle (hard to merge) to source control.
- Adapted GUI library for touch controls, adding new kinds of widgets (dropdowns, sliding and swipeable displays and lists) and improved our support for animation to allow artists to design flashier UIs.
- Ported our game engine to Android using NDK.
- Worked with pre-release SDKs and prototype hardware for launch releases on *Samsung Bada*, *Sony Xperia Play* and various development boards.
- Some games I contributed to: *The Respawnables* (iOS, Android), *Icebreaker Hockey* (iOS, Android), *Battlefield: Bad Company 2* (iOS, Android), *Split/Second* (iOS), *Bruce Lee: Dragon Warrior* (iOS, Xperia Play)

2006–2009 **Gameplay programmer**, *Digital Legends Entertainment*, Barcelona.

I joined the company as a junior programmer on a new team to develop the *ONE Sequel* for the new *N-Gage*. Although initially my position was as a gameplay programmer, I took ownership of the system abstraction layer for *N-Gage/S60* and the GUI widget library.

**ONE (N-Gage 2.0)** Character customizer, *S60*, *N-Gage* platform and *N-Gage Arena* code, build system (*SCons* + *CodeSourcery* compilers + Nokia platform tools), UI screens

**Dance Fabulous** GUI framework (with multiple resolution support using a spring system and full chinese text rendering), most of the game UI screens, client-side of the community features of the game. Also, I continued maintaining the *N-Gage* and *S60* platform code.

2004–2005 **Intern**, *IQUA*, Barcelona.

*Practicum* at *Fundació U.P.F* developing web site validation help applications for *IQUA* with *Perl*, *LWP* and *CGI.pm*.

2004 **Intern**, *Universitat Pompeu Fabra*, Barcelona.

Assistant to Operating System course lab during 2003–2004 course.

## Education

2005–2006 **Master in Creation of Video Games**, *Universitat Pompeu Fabra*, Barcelona.

2001–2005 **Engineer's degree in Computer Science**, *Universitat Pompeu Fabra*, Barcelona.

## Languages and Technologies

- C++ 8 years of professional experience. Comfortable with templates and STL. Worked with multiple compilers: Visual Studio, clang, GCC.
- iOS 6 years. Objective-C, Xcode, Instruments, IAP verification and security, UIKit.
- Unity 1 year. Worked in a big project. Experience extending the editor. NGUI 3.
- Android 4 years. We compile our games using the NDK and JNI, but we still need to do some Java some platform specific features. Experience with In-App Billing, Ant, ProGuard and 3rd party SDKs (Facebook, Chartboost, Flurry, Tapjoy)
- Python 7 years. My scripting language of choice. I have used it to make one-button build scripts and to glue our code build with Android build system.
- DVCS 2 years. At DLE we switched to Plastic SCM and *branch-per-task* development.

## Game Development

- GUI framework development, supporting multiple resolutions, interaction with OS widgets, localization, text rendering
- System abstraction layer architecture, mobile platforms programming
- Build systems assets build, code build (*SCons*, *Tundra*)
- Lua Lua internals, architecture of an scripting engine and Lua integration
- Certification I have spent quite a long time solving certification bugs for *ONE*, *Dance Fabulous* and *Kroll*

## Languages

- English **Good** *Fluent reader/writer. Able to maintain conversations with native speakers.*
- Finnish **Beginner** *Elementary proficiency.*
- Spanish and Catalan **Mother tongues**

## Miscellaneous

- 2016 **Crops of Carnage**, *Ludum Dare 35*.  
A puzzle game made in Unity for the theme *Shapeshift*. Ranked 189 within 2712 entries.
- 2014–present **Volunteer**, *Game Dev Club*, Pelitalo.  
We teach kids from 13-25 how to make games and work in small teams to do 5 week projects.
- 2015 **Co-Rope**, *Global Game Jam 2015*.  
A crazy Japanese game show about two cubes tied by a rope done in Unity.
- 2014 **Rollerjam**, *Junior Game Jam 2014*.  
A roller derby game done in GameMaker.
- 2012 **Arnold Bros (est. 1905)**, *Ludum Dare 23*.  
Very small 2D platform game done in 48 hours based on the theme *Tiny World*. Ranked 244 within 1402 entries.
- 2010–2014 **Contributor**, *Game Over*, Eurogamer.es Network.  
Writing articles and reviews for the website and the radio program. Monthly section *Destripando la Industria* about the inner workings of the game industry.