

Education

2005–2006 **MSc Videogame Creation**, *Universitat Pompeu Fabra*, Barcelona.

2001–2005 **BSc Computer Science**, *Universitat Pompeu Fabra*, Barcelona.

Bachelor Thesis: *Lua scripting engine for social behaviours in videogames* (AI system for a *The Sims*-like game).

Miscellaneous

2001–2003 **Electric guitar**, *Musical 91*, Cornellà del Llobregat, Barcelona.

Two years of *musical theory and harmony* and three of instrument classes. Self-thought since then.

Experience

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

I work developing the GUI framework inside our technology team, and helping the gameplay teams to use it. During this period we developed *Bruce Lee Dragon Warrior* for *iPhone* and *iPad* and the *iPhone* version of *Split/Second*. Another big role I take on is system programming. Besides *iPhone* and *S60*, we have our internal engine working on *Android*, *Maemo*, *Samsung Bada* and a variety of *Linux* flavours.

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

Part of the gameplay team for *Nokia N-Gage* first party titles *Dance Fabulous* and *ONE*. During this time my main roles were GUI programming and platform programming (mostly *N-Gage* and *S60*). Also I did some work to the character customizer, the community features and the code build.

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

Practicum at *Fundació U.P.F* developing web site validation help applications for *IQUA*.

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

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

Miscellaneous

2008 **Editor (Games)**, *Referenta*.

Freelance writing for the videogame section of this web portal: news, reviews and opinion parts.

2001 **Editorial Staff**, *Nereid*, Barcelona.

Co-editor and writer for this bimestrial roleplaying magazine.

2000 **Freelance collaborator**, *2d10*, Madrid.

Wrote reviews and scenarios for this roleplaying magazine.

Computer skills

C++ STL, Boost, DirectX

Mobile phone iPhone, Symbian, OpenGL ES

Script Python, Perl

Other Linux, *shell script*

Game Development Skills

GUI framework development, supporting multiple resolutions, interaction with OS widgets, localization, text rendering

System programming	abstraction layer architecture, mobile platforms
Build systems	assets build, code build. SCons, CruiseControl.NET
Lua	Lua internals, architecture of an scripting engine and Lua integration
Tools programming	basic 3dsmax modelling, <i>MaxScript</i>
Customization systems	creation of characters joining different meshes/textures
Certification	I have spent quite a long time solving certification bugs for <i>ONE</i> , <i>Dance Fabulous</i> , <i>Kroll</i>

Languages

English	Good	<i>Fluent reader/writer. I am able to understand and mantain conversations with native speakers.</i>
Chinese	Beginner	<i>Very basic mandarin writing and speaking.</i>
Spanish and Catalan	Mother tongues	

Interests

Weblogs	Besides playing and making videogames, I love writing. Since 2004, I mantain a personal weblog called <i>Simfoony</i> (www.simfoony.net) where I write about the stuff I like: videogames, tv shows, computers, heavy metal, . . .
Podcasts	I began producing my tech/geek podcast at 2005. At May 2007 I joined Carlos and began <i>El Amuleto de Yendor</i> (yendor.es)
Programming languages	I try to follow the <i>Pragmatic Programmer</i> practice of learning a new programming language a year.
Music	My tastes move between power metal and hard rock. When I find time, I like to play my <i>Ibanez</i> guitar.

Other

Memberships	I am member of the <i>IGDA</i> and <i>DOID</i> , a spanish game developers association
Licenses	I have the spanish car driving license (<i>B1</i>)