



## Education

- 2005–2006 **MSc Videogame Creation**, *Universitat Pompeu Fabra*, Barcelona.
- 2001–2005 **BSc Computer Science**, *Universitat Pompeu Fabra*, Barcelona, 2.12.  
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.

## Master project

- title *Scavengers*
- supervisors Daniel Sanchez-Crespo
- description Our final Master project, done by a team of 2 programmers and 2 artists. It's a RTS where you have very few units based around the concept of capturing buildings which provide units or allow transforming them to more powerful one. Built with C++ and DirectX.

## Experience

- 2006–present **Junior Programmer**, *Digital Legends Entertainment*, Barcelona.  
Working at the sequel of the fighting game *ONE* for *Nokia N-Gage*.
- 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

- 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 | N-Gage, Symbian, OpenGL ES      |
| Script | Python, Perl        | Other        | XHTML, PHP, <i>shell script</i> |

## Game Development Skills

- Tools programming basic 3dsmax modelling, *MaxScript*

AI	pathfinding, rule-based systems, automata, neural networks
Lua	Lua internals, architecture of an scripting engine and Lua integration
Customization systems	creation of characters joining different meshes/textures
Build systems	assets build, SCons, CruiseControl.NET

## Languages

English	<b>Good</b>	<i>Fluent reader/writer. I am able to understand and mantain conversations with native speakers.</i>
Spanish and Catalan	<b>Mother tongues</b>	

## Interests

Weblogs	Besides playing and making videogames, I love writing. Since 2004, I mantain a personal weblog called <i>Simfoony</i> (blog.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> )