

– José Miguel Sánchez Fernández –

.NET Developer, Game Programmer



❖ Game project portfolio:	portfolio.visualstudioex3.com
❖ Contact email:	jose.miguel@visualstudioex3.com
❖ LinkedIn profile (ES):	es.linkedin.com/in/ex3tlsa
❖ Contact mobile phone:	(+34) 686 02 60 81
❖ Birth date:	May 11, 1984
❖ Location:	Madrid, Spain
❖ Languages:	Spanish (native), English (basic/B1)

Knowledge's & Skills

Programming languages:

C#, LINQ, Python, Bash, Action Script 3, SQL, Visual Basic .NET, Visual Basic 6.0, VBA

IDEs/Code Editors:

Visual Studio, FlashDevelop, PyCharm, Notepad++, Vi

Game engines/Frameworks/game APIs:

Unity3D, MonoGame, XNA, Flixel, FlashPunk, DirectX

Windows Technologies:

.NET, WinForms, GDI+, GDI, Win32, IIS, WebServices

Code repositories:

Git, SourceTree, SVN, Tortoise SVN

Databases:

Microsoft SQL Server, MySQL/MariaDB, MongoDB

Linux/Unix environments:

CentOS, Ubuntu, Mac OS X

Work Experience

Backend .NET programmer on Virtual Toys

October 2014 – August 2016

Backend .NET programmer for the project 'Pirates: Treasure Hunters' (<http://piratetreasurehunters.com/>), Action-MOBA Free-To-Play game, initially developed for South Korean market (Netmarble) and Chinese market (NetEase) and finally published on PS4 and Steam for Europe y American markets.

P.D.: The game is no longer available because the studio closed in August 2016. More information about the game in: <http://portfolio.visualstudioex3.com/2016/06/21/pirates-treasure-hunters/>

FrontEnd/Backend .NET programmer on Atos

May 2014 – October 2014

Senior .NET programmer on Atos for Fundación Caja Madrid, as support programmer between analyst team on client and development team in Valladolid, in the migration project of Monte de Piedad systems from Bankia network to Banco Santander network.

Senior programmer on Atos

November 2013 – May 2014

*** End of 2 years volunteer unpaid leave from Atos *** Senior Programmer on Atos for BBVA on Microinformática AM department, developing and maintaining applications based on .NET technologies (C#).

Remote freelance programmer on Plunge Interactive

November 2012 – April 2013

Remote freelance programmer for the task to port iOS version of Slot Bonanza (Infi Apps) to Windows 8 platform, reprogramming from scratch the original Objective-C/Cocos2D code to .NET C#/MonoGame. <http://portfolio.visualstudioex3.com/2013/04/23/slot-bonanza-for-windows-8/>

Game programmer on Undead Code Studios

July 2011 – December 2011

*** Start of 2 years volunteer unpaid leave from Atos *** Programmer on Undead Code Studios, developing games based on Flash and .NET technologies (XNA for Xbox360), also developing own technology and tools.

Three projects developed and published during this period:

- GreyInfection (XBox360/XBLIG) <http://portfolio.visualstudioex3.com/2011/09/19/greyinfection/>
- Aquanoid (Web) <http://portfolio.visualstudioex3.com/2011/11/03/aquanoid/>
- Escape From Hell (Web) <http://portfolio.visualstudioex3.com/2011/12/05/escape-from-hell/>

Senior Programmer on Atos Origin

February 2008 – July 2011

Senior Programmer on Atos Origin for BBVA Administración de Sistemas y Datos (currently Microinformática AM department) developing desktop applications in Visual Basic 6.0 and Visual Basic .NET 2005/2008 and VBA macros for Office 2003 for stock market data automation management, management reporting application for CNMV, and currently supporting development of integration data module between Murex systems and current BBVA systems.

Junior Programmer on Atos Origin

April 2007 – January 2008

Junior Programmer on development team for BBVA exterior network department, maintaining and developing Visual Basic 6.0 applications against EXCEL 2003 and SQL Server 2000, mainly, applications related to a data management, querying and reporting system called Disco Óptico, implanted on various offices in all BBVA global network, their reporting generation module in EXCEL format, and field template generator module, based on the text analysis input from OCR scanning documents, and a support query network rules tool application for the logic security department.

Certification

Unity Certified Developer - (May 6, 2017 – May 6, 2019) – Certificate ID: 201705UCD1998

https://certification.unity.com/certification-lookup?last_name=Sanchez+Fernandez&certification_id=201705UCD1998

Education

CICE S.A - (2016 – 2017) – Official Autodesk Master Degree on game development with Unity3D and 3DS Max (MPV). Include 60h of formation in Caronte FX physics engine.

CICE S.A. - (2010) – Intensive course of initiation and game development in Unity3D 2.6.

CICE S.A. - (2008) – XNA 2.0 game development seminary.

CICE S.A. - (2006 – 2007) – Official Microsoft .NET Master programming with Visual Basic .NET 2005, Visual C# 2005 and ASP .NET 2005. MCPD.

Arenal Informática - (2006 – 2007) - Master programming with Visual Basic .NET 2003, ADO.NET, ASP.NET and C++ with Borland C++ Builder 6.

IES Joaquín Araujo - (2002 – 2004) – Arts high school degree.

Azpe Informática - (2002 – 2003) – Master in design and 3D modeling with AutoCAD 2000 and 3D Studio Max 4.

Centro de formación CIFE - (2002) – Course in graphic design with Adobe Photoshop 7.0 and web design and developing with Microsoft FrontPage 2003 and Adobe Macromedia Flash 7.

Azpe Informática - (2001 – 2002) – Master programming with Visual Basic 6.0, C++ (Visual C++ 6.0), database programming and management with Microsoft Access 2000 (SQL) and web development (HTML, VBScript, JavaScript, ASP).

Activities & Interest

Computing, Programming, Multimedia, Videogames, Game Development, Photography, Drawing, Travelling