CARRER JUAN DE GARAY, 46, ENT 2
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ENNIO CASAS PUGLIELLI

SKILLS

Programming languages: C++, Unreal Engine, Unity, UnityScripting (C#), RubyOnRails, Java, C#, Python, C, Python (Django), NodeJS, PHP, HTML5, CSS, ASM (i8086), Javascript, SQL, Reddis, MongoDB, scripting (BASH).

Unreal Engine. Codification with Microsoft Visual Studio 2015.

Unity 2D and 3D. Codification with Microsoft Visual Studio 2015 and MonoDevelop.

OpenGL graphics.

Video Game Programming with XNA (C#).

Android developer.

Web Developer (RubyOnRails, PHP, Django, Laravel).

DB administration (MySql, Postgresql, REDIS, SQL...).

MVC.

Repositories: GIT/Github/BitBucket.

Network administration.

OS administration (Linux, Windows, Mac).

Hardware maintenance.

EXPERIENCE

DJANGO DEVELOPER AND PROGRAM CONSULTORING – CHIMU TRADING

May 2016 – February 2017

In this job I was responsable of the front-end project and I also had to take care of the integrity of the analized data.

WEB AND ANDROID DEVELOPER, PROJECT MANAGEMENT – ICC BROADCAST

January 2015 – January 2016

My job consists in designing, implementing and managing different projects in the area of R&D, especially in Android and web (Ruby on Rails). Many projects are private to the administration of the streamings of the company, and I also developed some external projects and take care of the maintenance of the projects.

WEB AND ANDROID DEVELOPER ANDROID – STUDIOGENESIS

April 2014 – December 2014

My job in this company consisted in the development and maintenance of Android applications and web with PHP Laravel Framework.

SAINT GEORGE'S DRAGON TALES – PERSONAL PROJECT

January de 2015 – April de 2015

Visual Novel for Android and iOS based on the Catalonia legend of Saint George's Dragon. Project with a gorup of mates, one of them dedicated to the development for iOS and the other one, who has a psychologist profile, who create the full story.

My work consisted in part of the project's direction and the development for Android.

DON'T SHOOT THE DUCK! – PERSONAL PROJECT

September 2015 - October 2015 (still not in the Google PlayStore)

2D game style shooting gallery for Android, Unity 2D programming.

Status: finished awaiting publication for lack of sound effects.

ENDLESS RUNNER (PROJECT TITLE) – PERSONAL PROJECT

November 2015 – currently in development

2D platform game for Android, Unity 2D programming.

Status: in development.

APPS4RADIO – ICC BROADCAST

January 2015 - May 2015

It is a platform where anyone with a streaming URL can go in and create a free app for Android and iOS.

I am responsible for programming Android application for streaming live play MP3 and AAC +. I also designed and implemented part of the functionality of the web.

In order to automate tasks, I implemented a generator for Android with which, from my app base, simply overwriting a generated files from the web generator in the project, you can generate infinite number of radio Apps with the same features but different streamings and images.

STREAMINGSTATS – ICC BROADCAST

April 2015 - August 2015

Private project for the ICCBroadcast company where can be seen all client streamings statistics.

I am responsible for the implementation of reading data servers ICECAST, ICECAST 2 SHOUTCAST and SHOUTCAST2.

The project was developed in RubyOnRails.

ICCBROADCAST TASKS INFO – ICC BROADCAST

June 2015 - June 2015

6 day small project design and implementation. It is a frontend page for customers of the company and a task manager for it, where they will put the maintenance of streamings and servers.

The project was developed in RubyOnRails.

BROKER SIMULATOR – ICC BROADCAST

November 2015 – Curruntly in development

It is the latest project of R&D in which I am working. It consist of a simulator for algorithms for a broker. For now it is entirely for private use.

EDUCATION	**MASTER ON DESIGN AND CREATION OF VIDEOGAMES – UPC SCHOOL TECH** *October 2016 - October 2017 (in progress)* Currently studying this master. **DEGREE IN COMPUTER ENGINEERING – TARRAGONA – UNIVERSITAT ROVIRA I VIRGILI** *September 2009 - September 2014* Graduated in Computer Science at the School of Engineering at the Rovira i Virgili University.
LANGUAGES	Spanish – Native Italian – Native (understanding and speaking) Catalan – High Inglish – Council of Europe Level B2 (Certified by Cambridge University – British Council) • Reading, Writing & Listening: Level B2 • Spekeaking: Level C1
SOCIAL SKILLS	Communicative, capable of learning and knowledge transfer, patient, responsible, with capacities of both teamwork and individual work, organized, effective and efficient.
ORGANIZATIONAL SKILLS	Good organization in managing a work group, transmission capacity of security and confidence to the team. I am able to adapt myself easily to changes that are happening in any area and work well on small or large teams. Working individually or in teams, I try to propose objectives and take them out within a certain time assessing the available skills and resources.
OTHER SKILLS	I've worked in the integration of social media APIs in some projects. Self-taught in Unity2D and 3D, Selft-taught in creating 2D games engine for Scroll games with TileMap. I consider myself a great fan of AAA and indie games for PC.
DISABILITY	33% certificated
REFERENCES	**MAREK KWIATKOWSKI** marek@mareklab.org **ÁNGEL-PIO GONZÁLEZ** dirice@urv.cat angelpio.gonzalez@urv.cat **JOAN VICENT NAVARRO FERRERES** joanvicent.navarro@urv.cat