



# VALENTIN DE LA CRUZ BARQUERO

GAMEPLAY PROGRAMMER

## ABOUT ME

I'm a telecommunications engineer who has been working as a software engineer for the past years. I'm interested in all kind of new technologies, but my major focus is on videogame programming. I have also worked on other fields like simulators, game design, virtual and augmented reality.  
In my spare time, I work on new games for Innopia, the brand name of my own projects.

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📁 PORTFOLIO: [innopia.es/resume](http://innopia.es/resume)

🌐 LINKEDIN: [linkedin.com/in/vdelacruz](https://linkedin.com/in/vdelacruz)

## WORK EXPERIENCE

📍 Medical Simulator

February 2015 - Present

### PROJECT LEAD

- Decision making in IT projects and project management.
- Development of an app connected to a tourniquet simulator. (Unity)
- Development of AR demos. (Unity + Vuforia)
- Development of Oculus and HTC Vive demos. (Unity)
- Work on the interface and structure of an e-learning platform. (PHP, HTML5, JavaScript, CSS, JQuery, MySQL)
- Programming of a small Arduino prototype.
- Laparoscopic tools tracking using Leap Motion. (Unity)
- Development of small AR demos for Google Glass and Epson Moverio BT-100. (Unity)

📍 Innopia

2015 - Present

### FOUNDER

- **Galactic Cow (Android/iOS):** Work on game design, 2D art from scratch (Illustrator), UI and gameplay programming, achievements, shop and ranking integration, Facebook module compatible with future games, in-app purchases, ads and analytics integration, dynamic difficulty and optimization for mobiles devices. (Unity)
- **Cubes (Android/iOS):** Work on game design, level design, UI programming, gameplay programming, 2D art, in-app purchases, ads and analytics integration. (Unity)

📍 Simumak

November 2014 - February 2015

### FREELANCE SOFTWARE ENGINEER

- Development of a driving motorcycle simulator. (Unity)

📍 Moribuss

June 2014 - November 2014

### SOFTWARE ENGINEER

- Personality capture surveys. (HTML5, JavaScript)
- Online card videogame development. (Unity)

📍 University Carlos III of Madrid

November 2013 - March 2014

### Research fellowship as SOFTWARE ENGINEER

- Development of a wheelchair simulator with a moving platform of 3 Degrees of Freedom. (Unity)
- Integration of Oculus and biometrics authentication hardware in the wheelchair simulator.
- Research about augmented reality and integration on different projects.
- Work on a multiplayer online mode for connecting wheelchairs controlled by different players. (Unity + Photon)

📍 Simumak

February 2013 - March 2013

### Trainee as SOFTWARE ENGINEER

- Work as a part of the development team on software and hardware integrations using Unity:
- Head tracker integration in a car simulator in order to let the user look at the rearview mirrors.
  - Biometrics authentication hardware integration in the car simulator.

## EDUCATION

◦European University of Madrid 2013 - 2014

### ➤ Master's degree in management and development of videogames - Playstation

Study of the whole process of videogames development: game design, target analysis, pitch document, GDD, preproduction, production, art, 3D modeling, Unity 3D, Q.A., marketing and postproduction. Learn from the Spanish Playstation team about the videogame industry, marketing, choosing your videogame target, selling your ideas...

**Final Thesis:** Development of a third person air combat videogame demo where I was chosen as the lead programmer. The demo contained AI steering behaviors, path follow, power ups, animations, particles, menus and sound effects.

◦University Carlos III of Madrid 2009 - 2013

### ➤ Bachelor's degree in Telecommunication Systems Engineering

## COURSES

◦Udemy November 2015

### ➤ Advanced C++ programming training course

◦Udemy October 2015

### ➤ Game devs unleash Artificial Intelligence: Flocking agents

◦EdX: Berkeley, University of California February 2015 - April 2015

### ➤ Artificial Intelligence

## AWARDS

September 2014

### ➤ Finalist at Playstation Awards with the videogame called "Play Camera"

Chosen between more than 100 projects. "Play Camera" is an innovative game for PS4 which allows users to buy individual minigames and integrates PS4 Camera into party and family games.

2013

### ➤ Telecommunication Liberalization awards (Fifth Position)

One of the Spanish students who studied the Bachelor's Degree in Telecommunication Systems Engineering with the best Academic Records and Final Degree Project.

2009 - 2013

### ➤ General mobility grant from the Ministry of Education and Science of Spain

January 2010

### ➤ Academic excellence scholarship grant of the community of Madrid

October 2009

### ➤ One of the best academic records award in the seventh edition of awards for high school students of the University Carlos III

## PUBLICATIONS AND MENTIONS

2014

### ➤ PhyMEL-WS: Physically Experiencing the Virtual World. Insights into Mixed Reality and Flow State on board a wheelchair simulator

2013

### ➤ PhyMEL - WS Wheelchair Simulator : A Preliminary Study to Increase Awareness about the Problems of Living the City in a Wheelchair

2013

### ➤ Demonstration of the simulator developed during the Final Degree Project in the seminar eMadrid about "Educational Games"

## SKILLS

Unity | C# | C/C++ | Game design | Java | Web Programming | JavaScript | Photoshop | Illustrator

## LANGUAGES

Spanish - Native    English - B2 (First Certificate)    French - A2    Japanese - A1

## PERSONAL APTITUDES

Teamwork | Motivated | Organized | Proactive | Perfectionist

## INTERESTS

Videogames | Music | Sport | Movies | Cooking