



VALENTIN DE LA CRUZ BARQUERO

SOFTWARE ENGINEER

ABOUT ME

I'm a telecommunications engineer who has been working as a software engineer for the past years. I'm interested in how new technologies can be applied to improve people's life, virtual and augmented reality and videogames development. In my spare time, I work on new games for Innopia, the brand name of my own projects.

✉ **Email:** vdelacruz@gmail.com ☎ **Tel:** +34 662 32 48 25 📅 **Date of Birth:** 06/07/1991 📍 **Addr:** Annecy, France

📁 **PORTFOLIO:** innopia.es/resume

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

WORK EXPERIENCE

📍 **Ubisoft**

May 2018 - Present
Annecy

▶ UI / GAMEPLAY PROGRAMMER

- The Division 2. (Snowdrop engine, C++)
 - Development of UI systems for multiplayer mission menus and HUD.
 - Work on the game and RAID boss mechanics.
 - Work in an international team in a multi-studio project (Over 1000 developers).
- Riders Republic. (C++)

📍 **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. (C#, JavaScript, Unity)
- **Cubes (Android/iOS):** Work on game design, level design, UI programming, gameplay programming, 2D art, in-app purchases, ads and analytics integration. (C#, JavaScript, Unity)

📍 **Medical Simulator**

February 2015 - May 2018
Madrid

▶ SOFTWARE ENGINEER

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

📍 **Simumak**

November 2014 - February 2015
Madrid

▶ FREELANCE SOFTWARE ENGINEER

- Development of a driving motorcycle simulator. (C#, JavaScript, Unity)

📍 **Moribuss**

June 2014 - November 2014
Madrid

▶ SOFTWARE ENGINEER

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

📍 **University Carlos III of Madrid**

November 2013 - March 2014
Leganés

▶ Research fellowship as SOFTWARE ENGINEER

- Development of a wheelchair simulator with a 3DOF moving platform and VR hardware integrations. (C#, Unity)
- Research about augmented reality and integration on different projects. (C#, JavaScript, Unity + Vuforia)
- Work on a multiplayer online mode for connecting wheelchairs controlled by different players. (Unity + Photon)

📍 **Simumak**

February 2013 - March 2013
Madrid

▶ Trainee as SOFTWARE ENGINEER

- Work as a part of the development team on software and hardware integrations. (C#, JavaScript, Unity)

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.

◦University Carlos III of Madrid 2009 - 2013

➤ Bachelor's degree in Telecommunication Systems Engineering

Study of many areas in the field of telecommunications: programming (C, C++, JAVA, MATLAB, CHIP), mathematics, physics, electronics, digital communications, telematics, signal processing and project management.

COURSES

◦Udemy

➤ Python for Financial Analysis and Algorithmic Trading. (Python, SciPy)

➤ Python for Finance: Investment Fundamentals & Data Analytics. (Python, SciPy)

➤ 2020 Python Complete Bootcamp: From Zero to Hero. (Python)

➤ Git & GitHub Crash Course. (Git)

➤ Advanced C++ programming training course. (C++)

◦EdX: Berkeley, University of California

➤ Artificial Intelligence. (Python)

AWARDS

➤ Finalist at Playstation Awards with the videogame called "Play Camera" 2014

➤ Telecommunication Liberalization awards (Fifth Position) 2013

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

➤ General mobility grant from the Ministry of Education and Science of Spain 2009 - 2013

➤ Academic excellence scholarship grant of the community of Madrid 2010

➤ One of the best academic records award in the seventh edition of awards for high school students of the University Carlos III 2009

PUBLICATIONS AND MENTIONS

➤ PhyMEL-WS: Physically Experiencing the Virtual World. Insights into Mixed Reality and Flow State on board a wheelchair simulator 2014

➤ 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" 2013

SKILLS

C/C++ | C# | Java | Web Programming | JavaScript | Python | Git | SVN | Perforce | Unity | Game design | Illustrator

LANGUAGES

Spanish - Native English - C1 French - B1

PERSONAL APTITUDES

Teamwork | Motivated | Organized | Proactive | Perfectionist

INTERESTS

Investments | Videogames | Sport | Music | Movies | Cooking