



LUIS GONZÁLEZ ARACIL

MULTIMEDIA ENGINEER

GOAL

Since I was a child, **curiosity** and **creativity** have lead my way to almost everything I've done. When I discovered **programming**, tons of things were made possible. I could program a computer to do everything that came into my mind! Now I aim to get expertise in the fields of **Computer Graphics** and **Game Development**.

OTHER APTITUDES

- Bilingual – Spanish, Catalan
- French – A2 level certified, relatively fluent
- English – C1 level certified by Cambridge
- Communication and decision making
- Standard driving license

FIELDS OF KNOWLEDGE

C++

Knowledge and understanding of the language features and the language philosophy. Experience writing C++ code in a OOP style, using the standard library and applying design patterns.

C#

Knowledge and understanding of the main language features and the language philosophy. Professional experience developing web projects and apps.

Z80 assembly

Understanding of the low level and how an 8 bit machine works, as well as some familiarity with the Z80 assembly instruction set. I've developed simple games for Amstrad CPC using Z80 assembly set.

HTML5, CSS & JS

Knowledge and understanding of all the basics. Professional experience developing web projects.

3D Software

Basic knowledge on modelling, texture painting, texture baking, materials and lightning. Specially familiar with Blender. I've also used 3DS Max and Cinema4D.

Photoshop and After Effects

Understanding of the software features and basic workflow. Ability to edit and/or create new content.

Other programming languages

Basic understanding and non-professional experience with Java, Python, Prolog, PHP and SQL.

Version control

Professional experience working with Git.

Software methodologies

Professional experience working in Scrum and Kanban methodologies.



luisgonzalezaracil@hotmail.com



donluispanis.com



+34 697 121 805



github.com/donluispanis

STUDIES

MULTIMEDIA ENGINEERING • SEPTEMBER 2014 – JUNE 2019 •
UNIVERSIDAD DE ALICANTE

Average grade of 9.12 / 10.

16 subjects with Honors.

Dissertation with maximum grade.

Extraordinary Prize of Bachelor's Degree 2019 in Multimedia
Engineering.

WORK EXPERIENCE

DERIVCO SPORTS • OCTOBER 2018 – PRESENT • BARCELONA

Client Developer L1 / Software Developer L1.

OTHER

BEST MOBILE GAME ADWARD • BRAINS EDEN 2018 • ANGLIA RUSKIN
UNIVERSITY, CAMBRIDGE, UNITED KINGDOM

Participating as a member of the team Wasted Horchata from
University of Alicante.

ERASMUS STUDENT • FEBRUARY – JUNE 2017 • SALZBURG

UNIVERSITY OF APPLIED SCIENCES, SALZBURG, AUSTRIA

Taking courses of Multimedia Technology.

HOBBIES

Reading (specially high fantasy novels).

Writing (I have some drafts of psychological novels and fantasy
stories).

Handcrafting (small accessories and simple figures).

Gaming (my favorite genres are Metroidvania and ActionRPG).



[luisgonzalezaraci
@hotmail.com](mailto:luisgonzalezaraci@hotmail.com)



donluispanis.com



+34 697 121 805



[github.com/donluis
panis](https://github.com/donluispanis)