



LUIS GONZÁLEZ ARACIL

MULTIMEDIA ENGINEER

GOAL

Since I was a child, **curiosity** and **creativity** have guided me in almost everything I've done. When I discovered programming, it opened up a world of possibilities. I learned I could program a computer to do anything that came to mind! Now, I aim to gain expertise in the fields of **Computer Graphics** and **Game Development**.

OTHER APTITUDES

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

FIELDS OF KNOWLEDGE

| | |
|------------------------------------|---|
| C# | Proficient in the primary features and philosophy of the C# language. Professional experience in developing web projects and applications. |
| C++ | Comprehensive knowledge and understanding of C++ language features, philosophy, and some internal mechanics. |
| Godot | Proficient with the Godot Game Engine, with experience in developing 2D games and using GDScript. |
| Android Studio | Fundamental experience in developing plugins and integrations for Android, primarily utilizing Java. |
| 3D Software | Basic skills in modeling, texture painting, texture baking, materials, and lighting, with a special focus on Blender. Additional experience with 3DS Max and Cinema 4D. |
| Photoshop and After Effects | Familiar with the software's features and standard workflows, capable of editing and creating new content. |
| HTML5, CSS & JS | Solid understanding of the fundamentals. Professional experience in developing web projects. |
| Z80 assembly | Knowledge of low-level programming and the functionality of 8-bit machines, as well as familiarity with the Z80 assembly instruction set. Experience in developing simple games for Amstrad CPC using Z80 assembly. |
| Other programming languages | Basic understanding and practical experience with Java, Python, Prolog, PHP, and SQL. |
| Version control | Professional experience using Git. |
| Software methodologies | Professional experience working within Scrum and Kanban methodologies. |



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STUDIES

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

Average grade of 9.12 / 10.

Dissertation recognized with Honors.

Awarded the Extraordinary Prize for Bachelor's Degree in
Multimedia Engineering, 2019.

MASTER'S DEGREE IN ACADEMIC STAFF OF SECONDARY EDUCATION
AND HIGH SCHOOL - IT SPECIALIZATION • SEPTEMBER 2021 – JUNE
2022 • UNIVERSIDAD DE ALICANTE

Average grade of 9.35 / 10.

Dissertation recognized with Honors.

WORK EXPERIENCE

DERIVCO SPORTS • OCTOBER 2018 – NOVEMBER 2020 • BARCELONA

Client Developer L1 / Software Developer L1.

PERSONAL PROJECTS

JUMPERINO • JANUARY 2022 – MAY 2023

Platformer video game for Android with over 10K downloads on the
Play Store and a rating of 4.7 stars.

OTHER

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

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

ERASMUS STUDENT • FEBRUARY – JUNE 2017 • SALZBURG
UNIVERSITY OF APPLIED SCIENCES, SALZBURG, AUSTRIA

Enrolled in courses focusing on Multimedia Technology.

HOBBIES

Reading (especially high fantasy novels).

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

Handcrafting (small accessories and simple figures).

Gaming (my favorite games are Super Mario Galaxy, Metroid
Prime, Loop Hero, Factorio, Transistor, Pillars of Eternity, Sacred
and Children of Morta).



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