

FRANCISCO RUIZ

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www.w4rgo.com

PERSONAL PROFILE

Talented developer with the ability to quickly adapt to new languages, tools or software. Autodidact and self-sufficient programmer specialized in object-oriented approaches. Background in full life-cycle of software development process including requirement gathering, design, coding, testing, debugging and maintenance. I am also a lover of the gaming industry. Strengths include:

- Client-Server architectures, Object Oriented Development, Multi-Threaded Programming, Database development, Android and Web applications.

RELEVANT SKILLS

Technical Skills:

- **Languages:** Java, .NET C#, C++, Python, Lua, UNIX Shell, XML, HTML
- **APIs:** Play Framework, Android SDK, Java Spring Framework, .NET Framework, OpenMP, MPI, Gideros engine.
- **Middleware:** Apache, Tomcat.
- **OS:** UNIX, Windows, Mac, Android.
- **Databases:** SQL, Ebean, Hibernate, Entity Framework (.NET), JDBC.
- **Tools:** Eclipse, Netbeans, IntelliJ, MagicDraw UML, Rational Rose.

EDUCATION

(Sept 2006-Dec 2013) BSc+MSc in Software Engineering

University of A Coruña

Master Thesis: Full life-cycle of a “Multiplayer turn-based chess game on Android platform and Play Framework in a client-server architecture”. **Grade 9.5/10.**

Level in national or international classification: BSc+MSc – 374.5 ECTS (European Credit Transfer System).

(Sept 2010- Jun 2011) 1 year Erasmus program in the University of Cyprus (English)

Courses: Parallel processing, Compilers, Software Engineering, Physics, Computer Architecture, Artificial Intelligence.

PERSONAL EXPERIENCE

(Jan 2014-Present) Freelance Android game full stack developer:

-Currently mantaining "Chessing", Android multiplayer game using Java in the clients and Play Framework in the server. Available in Google Play.

-<https://play.google.com/store/apps/details?id=es.frgames.android.chessing>

(Jan 2014-Present) Collaboration in Gideros engine game:

-Currently collaborating with a partner in California to develop a game for mobile devices in Gideros engine (Lua).

(Feb 2014) "Stats": Successful plugin for "Rust" game: Lua language.

(April 2013-Present) Administrator and developer in Zombiespain gaming servers:

Tasks:

-Administration of remote servers and databases, development of the communication between different systems.

-Development of our own DayZ modification using SQF, C++, SQL, Python. -Reference in www.zombiespain.es.

-Team leader and task manager for a group of collaborators.

(March 2011-2012) Several Plugins for Minecraft game:

-JAVA Programming language.

(2005-Present) Several personal projects and remote servers management:

-Several programs and scripts in different languages like Lua, PHP, Python, Java, C, C#. -Management of Ubuntu Server 10.4 LTS.

TRAINING COURSES

Advanced course of Development of Android applications.

Aula de Formación informática, A Coruña, Feb. 2013

Programming course of Python.

Aula de Formación informática, A Coruña, March 2013

Development of web applications in ASP.NET 3.5 with C# and Visual Studio .NET

Aula de Formación informática, A Coruña, March. 2012

Foundations and programming in Microsoft Visual Basic.Net

Aula de Formación informática, A Coruña, Nov. 2009

LANGUAGES

English: Intermediate Listener, Intermediate Speaker, Advanced Reading and Writing

Spanish: Native

Galician: Native