

FRANCISCO RUIZ

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<https://github.com/w4rgo>

www.w4rgo.com

PERSONAL PROFILE

Talented engineer with the ability to quickly adapt to new languages, tools or software.

I have a special interest in develop quality and fully tested code.

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:

- TDD, Client-Server architectures, Object Oriented Development, Multi-Threaded Programming, Database development, Multiplatform applications.

Relevant skills:

- **Languages:** Unity3D, ActionScript 3, Java, .NET C#, C++, Python, Lua, UNIX Shell, XML, HTML
- **APIs:** Robotlegs (AS3), Zenject(IOC Unity), Play Framework, Android SDK, Java Spring Framework, .NET Framework, OpenMP, MPI, Gideros engine.
- **CI/CD:** Jenkins, Maven, Docker, Promox (kvm).
- **OS:** UNIX, Windows, Mac, Android.
- **Databases:** SQL, Ebean, Hibernate, Entity Framework (.NET), JDBC.
- **IDEs:** Rider, IntelliJ, Visual Studio, Consulo.

Professional Experience:

(Feb 2016 – Present) Game Client Engineer – GSN Games (Plumbee acquisition)

Part of the GSN game development team as a Client Engineer.

- Building top class games across multiple platforms (Web, Android, iOS) using Unity3D, using IOC and applying TDD.
- Main contributor to a Slots creation Framework that allowed us to create Slots games much faster and reuse all the features created, while having a robust and fully tested foundation which allowed us to deliver games much faster using data as configuration.
- Working in an agile team.
- Introducing technical improvements (CI, CD, automated testing, dependency management).
- Colaborated on the development of our Unity Maven plugin.
- Working with the Engineer managers and Producers to meet the expectations.

(May 2015 – Feb 2016) Software Engineer – Plumbee

Implemented new features on the Mirrorball Slots app (Android and iOS), in a CI/CD environment, such as the Jackpot which had a big impact on our players.

Took ownership of the client part of in-app purchases in the Android and iOS game:

- Redesigned the previous implementation of the in-app purchases leading to a huge decrease of failing transactions, solving a problem that was affecting directly to revenue.
- Created a suite of tracking events and parser scripts that reduced significantly the time needed to

- diagnose a purchasing problem.
- Made automatic acceptance testing on device happen for the payments using Appium.

Collaborated on the technical due diligence process through the acquisition of the company.
(GSN)

Acquired by Sony's GSN games.

(May 2014-May 2015) Associate Software Engineer – Plumbee

Worked implementing new features and maintenance of the client side of the iOS and Android game Mirrorball Bingo using the following technologies and paradigms:

- ActionScript 3, Robotlegs MVC ,Mockito ,TDD, Maven

Was part of an agile team managed using a variant of Scrum.

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 maintaining "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 using Docker and Promox.

-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