Curriculum Vitae

Name:	Isaac Serrano Guasch
Birthdate:	15 /November /1987
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Currently employed as:

Software Engineer at BlitWorks, from 2014. I helped on several porting projects on games as Bastion, Cannon Brawl, Kerbal Space Program and Starbound. I've also worked on the Unsharper. A tool that translates C# into C++ code.

Teacher at *ENTI-UB*. I teach "Console Programming".

Personal Projects:

14 Ludum Dare entries: http://ludumdare.com/compo/author/atridas/
The last entry is an RTS-like game with Vulkan, can be found here:
https://ldjam.com/events/ludum-dare/39/orcs-in-space

I developed 'EON-100' while studying the Master in Video-game Creation at UAB. http://atridas87.cat/EON100/index.html

Studies:

Master in Video Game Programming at *Universitat Autònoma de Barcelona*, in 2011.
Graduate in Enginyeria Informàtica (Computer Science) in 2011 at *Escola d'Enginyeries* of *Universitat Autònoma de Barcelona*.
Graduat en Tecnologies in 2008 at *Escola Tècnica Superior d'Enginyeria* of *Universitat Autònoma de Barcelona*.

Formerly employed as:

Teacher at *Master in Video Game Programming at Universitat Autònoma de Barcelona*. I teached several subjects, implementing our on technology on graphics programming, particle systems and GUI; implementing PhysX and WWise; and helping students work on their projects.

Junior Programmer at Blit Software, from 2012 to 2014. BlitWorks parent company, I worked on several mobile applications with game-like interfaces.

Becari de suport a la recerca (Research Intern) at *Universitat Autònoma de Barcelona*, developing cryptographic applications, from May 2009 to May 2010.

Languages:

English First Certificate in 2005.
Basic German knowledge.
Catalan and Spanish.