

Francisco Javier

Hernández Murillo

Unity developer

ABOUT ME

- Master's graduate in video game programming and virtual reality.
- Experienced Unity & C# developer, learning Unreal and C++.
- Fluent in Spanish and English.

WORK EXPERIENCE

VR Unity Developer - Visionary Tool - Junior Game Programmer

11/2023 - 05/2024

- Contributed to the complete revamp of a PC game launcher, improving accessibility to all games.
- Implemented immersive VR features, including tutorials, animations, shaders, and material editing.
- Designed a prototype application for VR glasses and PCs, enabling data streaming over the local network.
- Managed workflow using Bitbucket/Gitlab and Trello, focusing on code optimization and innovative game experiences for higher software quality.
- Focused on code optimization and innovative game experiences, enhancing software quality and user experience.

Unity Developer - FunTech Rocket - Internship

04/2023 - 06/2023

- Observer patterns, and event-driven programming.
- Enhanced code quality through refactoring and diligently solved and identified bugs for optimal functionality.
- Managed version control to ensure smooth and efficient project updates.
- Implemented a new save and progress system for the application that connected with Firebase to provide a better service with no errors.

ACADEMIC DATA

Computer Engineering - Computer Technologies

University of Seville - 07/2024 - Currently

Master in Unreal Game Programming and C++

UCAM (Catholic University of Murcia), Affiliate Tokio School
08/2023 - Currently

Master in Unity Game Programming and Virtual Reality

UCAM (Catholic University of Murcia), Affiliate Tokio School
04/2021 - 04/2023

SOFTWARE KNOWLEDGE.

C#	Unity
C++	Unreal
Python	Firebase
Java	Jira
	Git
	Github

WEB

CodeOverdose.es

LINKEDIN

linkedin.com/in/frahermur

ARTSTATION

artstation.com/codeoverdose

CONTACT



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Sevilla

LANGUAGES

Spanish

Native.

English

Professional Proficiency

HOBBIES

D&D.
Resin crafts, mostly dice making.
Anime and Manga.
Games.