



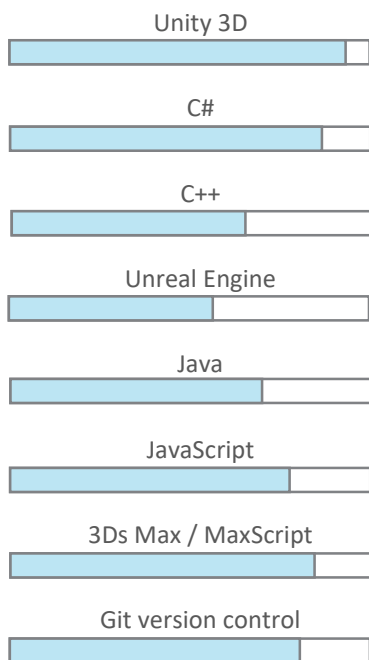
# Ricardo Roldán Fernández

Game developer/ Programmer

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## SOFTWARE



## SOCIAL



Ricardo Roldán [Fernández](https://www.linkedin.com/in/ricardoroldan) @rickrolf

## EXPERIENCE

### SOFTWARE DEVELOPER AT MISSION CONTROL SYSTEMS - MADRID

April 2019 – currently

Software developer for Mission Control Systems at GMV, having C++, Java, Python, bash and Perl knowledge. Experience in GNOME environment for GNU/Linux OS. Personal development in a multidisciplinary team and in a good work atmosphere. Involved in two different projects and experienced dealing with client

### INTERNSHIP AT TIMELESS GAMES INC - MADRID

December 2016 – April 2017

Mechanics programmer for the game Time Wanderer

## EDUCATION

### WEB DEVELOPMENT COURSE - MADRID

November 2018 – February 2019

Intensive course with development in Softskills and entrepreneurship and technologies like HTML, CSS3, JavaScript, jQuery, Bootstrap basics, TypeScript, Angular, NodeJS, Git (SourceTree and TortoiseGit), Visual Studio Code, SublimeText, FileZilla

### GAME DESIGN AND DEVELOPMENT DEGREE - ESNE -MADRID

September 2014 – July 2018

POO and functional programming knowledge, some team-developed projects, UML, E-R, MySQL, OpenGL, SFML, cocos2Dx, Bash, AI algorithms, Flash, Illustrator, Photoshop, apart from the ones listed on the left column

### 3D PRINTING COURSE – ESNE FAB LAB - MADRID

April 2018

3D printing workflow: analysis of requirements, 3D model preparation, printing process and polishing the printed model

### LA SALLE HIGH SCHOOL - CÓRDOBA

September 2011 – June 2013

## LANGUAGES

### ENGLISH

Second language

Written and spoken high level  
Cambridge B1 Certificate(2011)  
Currently studying to obtain a C1 certificate

### SPANISH

Mother language

## ABOUT

- B type drivers license
- Autodidactic, organised and experienced in team-work
- Other knowledge: Scrum, Trello, Git, After Effects