



CARLOS HERNÁNDEZ BARBERÀ

JUNIOR (GAME) PROGRAMMER



PROJECTS



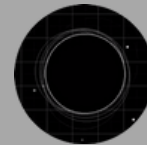
Car Configurator

An Android app that integrates AR/VR support developed to the University Institute of New Technologies of the Image as part of an investigation project scholarship



Lemon Blade

In this game, you will have to survive as much time as you can using your ninja fruity abilities.



Singularity

Singularity is a King of the Hill game. Played with two players using gamepad controllers. Players try to reach a critical mass, to explode and and win

EXPERIENCE

Interactive Visualization for Serious Games

Investigation Project Scholarship
MAR 2017 - JUN 2017

ACADEMICS

Game Design and Development

Jaume I - Spain - 2014/2017
Shawnee State University ex. - EEUU - 2017
Saxion University of Applied Sciences ex. - Netherlands - 2018

Average grade: 9.12/10

Graduated with honors in:

- Mathematics I
- 2D Design
- Computer Technology
- Mathematics II
- Video Game Consoles and Devices
- Algorithms and Data Structures
- Statistics and Optimisation
- Computer Graphics
- Operating Systems
- Theory and Practice of Audiovisual Production
- Artificial Intelligence (SSU - EEUU)
- Game Design and Documentation (SSU - EEUU)
- Real Time Interaction (SSU - EEUU)
- Discourse and Composure (SSU - EEUU)

AWARDS

Academic excellence award(s) - UJI

First of my year in the first convocatory
2015/2016, 2016/2017 and 2017/2018

Director's List - SSU

Full time student with a GPA of 4.0
Fall 2017

ABOUT ME

I was born in Valencia, Spain, 21 years ago. As student im specially interested in computer graphics and general programming but I also love game design. I love any other kind of plastic art and music in general. I play the Cello and a little bit of the Piano but just for fun!