



## Pablo Silvestre Soler

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## Professional experience

**3/21 - ...**

### **ZeptoLab**

Position:

Senior Unity Developer

Description:

Development and integration of new features in Evo Pop: iOS and Android.

Development, support and maintenance of games and apps.

**6/20 - 3/21**

### **Starloop S.L.**

Position:

Senior Game Developer

Description:

Development and integration of cross-platform projects in a container app of board games and social casino: iOS, Android and WebGL.

Development, support and maintenance of games and apps.

**7/18 - 5/20**

### **RosieReality GmbH**

Position:

Lead programmer - Software engineer

Description:

Development of cross-platform games and interactive apps: iOS, Android, tvOS and macOS.

Development, support and maintenance of games and apps.

**2/16 - 3/18**

### **Playgram Games S.L.**

Position:

Senior programmer

Description:

Development of horizontal platform over a third party videogame engine (Unity 3d) to publish cross-platform games trying to optimize quantity and quality of code.

Development, support and maintenance of production games for mobile and Facebook platforms.

**6/16 - 10/16**

### **Sunburned Games S.A.**

Position:

Game Programmer

Description:

Development, support and maintenance to publish a videogame for PC for Steam platform.

- 10/12 - 1/16**    **The Netwizzy Company S.L.**  
Position: Programmer in Mobile Devices Department  
Description: Port web applications already existing in company to mobile devices and publish them for Google Play, Apple Store and Amazon AppStore. Development of mobile framework (IAP, push notifications, Facebook API...) for Android and iOS. Support of Our.com client and development of web games.
- 7/12 - 10/12**    **Polytechnic University of Valencia**  
Position: Advanced Technician of Communication Area of Culture and Students Vicerectorate  
Description: In charge of project "INTEGRA2" of Polytechnic University of Valencia: development of a smart tutor system that helps students to select their university careers and linkage of this system to virtual reality system of Polytechnic University of Valencia 3D.
- 4/10 - 4/12**    **Biomechanics Institute of Valencia**  
Position: Grant Holder of Software Development Department  
Description: Development of photogrammetry projects, force platforms and 3D markers, programming test for stereoscopic vision glasses and work with IP cameras.
- 2/10 - 3/10**    **Biomechanics Institute of Valencia**  
Position: Business internship grant done as part of software development department  
Description: Be part of software development team integrating final degree project in marketed product.
- 7/09 - 1/10**    **Biomechanics Institute of Valencia**  
Position: Collaboration period to develop final degree project  
Description: Develop 3D animation to graphically represent human movements using markers. Final degree project: "Animación 3D del Raquis Cervical. Aplicación para la Valoración de Cervicalgias"
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## Academic background

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- 2004-2010**    **Computer Engineering**  
Polytechnic University of Valencia  
Coursing specialist in industrial computing, graphics and computer vision
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## Knowledge and skills

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### Languages:

- English (Speaking: Conversation; Writing: Fluent; Reading: Fluent)
- Spanish (Speaking: Native; Writing: Native; Reading: Native)
- Catalan (Speaking: Native; Writing: Native; Reading: Native)

### Project and task management:

- Agile methodologies (Scrum, Kanban, XP...)
- JIRA, Trello, HacknPlan...

### Object-oriented programming:

- C# (High level, 6 years of experience)
- C (Medium level, 3 years of experience)
- C++ (5 years of experience)
- Java (Medium level, 2 years of experience)
- Action Script 3.0 (High level, 3 years of experience)

### Web programming:

- HTML5 (Basic level)
- PHP (Basic level)
- Javascript (Medium level)
- CSS3 (Basic level)

### Databases:

- Oracle SQL and MySQL (Medium level)
- NoSQL: Firebase Cloud Firestore (Basic level), MongoDB (Basic level)

### Other programming languages:

- XML, JSON, XSL, Flash, Ant...

### Development environments:

- Microsoft Visual Studio (High level, 6 years of experience)
- Eclipse (Medium level, 3 years of experience)
- IntelliJ, Rider (Medium level, 2 years of experience)
- Flash Develop, Flash Builder (High level, 2 years of experience)

## Game engines:

- Unity 3d (High level, 6 years of experience)
- Ogre 3D (Medium level, 3 years of experience)
- Starling (High level, 3 years of experience)

## Other libraries and skills:

- Physic libraries:
  - PhysX (Basic level), Bullet (Basic level), Libgdx-Box2D (Medium level)
- Multiplayer libraries and backend:
  - SmartFoxServer, Photon, Unet, PlayFab (2 years of experience), REST, gRPC...
- Analytic platforms:
  - GameAnalytics, Firebase, Unity Analytics, Flurry, Facebook, AppsFlyer...
- Augmented reality:
  - Apple ARKit, Google ARCore and Unity ARFoundation
- 3D Modeling:
  - Blender and 3D Studio (Basic level)

## Documentation:

- UML
- Confluence

## Software design patterns:

- MVC
- SOLID
- Dependency injection frameworks

## Version control systems:

- SVN (3 years of experience)
  - Git (6 years of experience)
  - Plastic
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## Additional education

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<b>12/03/18</b> <b>14/04/18</b> <b>12 hours</b>	Certificate of proficiency in course " <a href="#">IBM Blockchain Foundation for Developers</a> ". Provided online by IBM through Coursera platform
<b>16/02/18</b> <b>16/03/18</b> <b>30 hours</b>	Certificate of proficiency in course " <a href="#">HTML5 Apps and Games</a> ". Provided online by <a href="#">W3Cx</a> through edX platform
<b>7/12/17</b> <b>08/01/18</b> <b>35 hours</b>	Certificate of proficiency in course " <a href="#">Html5 Coding Essentials and Best Practices</a> ". Provided online by <a href="#">W3Cx</a> through edX platform
<b>26/10/17</b> <b>25/11/17</b> <b>30 hours</b>	Certificate of proficiency in course " <a href="#">Serious Gaming</a> ". Provided online by <a href="#">Erasmus University Rotterdam</a> through Coursera platform
<b>06/06/16</b> <b>30/06/16</b> <b>40 hours</b>	Certificate of proficiency in course " <a href="#">Business of Games and Entrepreneurship</a> ". Provided online by <a href="#">Michigan State University</a> through Coursera platform
<b>04/02/14</b> <b>15/04/14</b> <b>80 hours</b>	Certificate of proficiency in course " <a href="#">Gamification</a> ". Provided online by <a href="#">University of Pennsylvania</a> through Coursera platform
<b>1/14</b> <b>2/14</b> <b>16 hours</b>	Certificate of proficiency in course " <a href="#">Concepts in Games Development</a> ". Provided online by <a href="#">Swinburne University of Technology</a> through Openzstudy platform
<b>2/13</b> <b>4/13</b> <b>150 hours</b>	Certificate of proficiency in course " <a href="#">Curso de 3D para smartphones y tablets iOS, Android y RIM</a> ". Provided online by Seis Cocos Technical School company
<b>4/12</b> <b>2/13</b> <b>300 hours</b>	Certificate of proficiency in course " <a href="#">Curso de diseño y desarrollo de juegos para dispositivos móviles (iOS y Android)</a> ". Provided online by Crystal eLearning company
<b>12/07/12</b> <b>27/07/12</b> <b>30 hours</b>	Certificate of proficiency in course " <a href="#">DESARROLLO DE JUEGOS PARA WINDOWS, MAC, WEB, IOS Y ANDROID CON UNITY3D</a> ". Provided by <a href="#">permanent training center of Polytechnic University of Valencia</a>
<b>3/07/12</b> <b>6/07/12</b> <b>20 hours</b>	Certificate of attendance (certificate of proficiency was not offered in course) in course " <a href="#">Taller de Desarrollo Ágil con Scrum</a> ". Provided by <a href="#">permanent training center of Polytechnic University of Valencia</a>
<b>15/07/11</b> <b>29/07/11</b> <b>35 hours</b>	Certificate of proficiency in course " <a href="#">Android: Programación de Aplicaciones para Móviles</a> ". Provided by <a href="#">permanent training center of Polytechnic University of Valencia</a>

- 27/06/11**  
**1/07/11**  
**20 hours** Certificate of attendance (certificate of proficiency was not offered in course) in course "[Programación de Inteligencia Artificial en Videojuegos](#)"  
Provided by [permanent training center of Polytechnic University of Valencia](#)
- 28/03/11**  
**1/04/11**  
**20 hours** Certificate of proficiency in course "[DESARROLLO DE VIDEOJUEGOS PARA PC y XBOX 360 CON MICROSOFT XNA GAME STUDIO](#)"  
Provided by [permanent training center of Polytechnic University of Valencia](#)
- 16/02/11**  
**24/02/11**  
**28 hours** Certificate of proficiency in course "[PROGRAMACIÓN AJAX con HTML, JavaScript y PHP](#)"  
Provided by [permanent training center of Polytechnic University of Valencia](#)