

Daniel Otero Prol



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Profile

I am a telecommunications engineer and videogames programmer currently working at BlitWorks as porting Software Engineer. I am a very motivated, hard-working and curious person, always eager to learn and to improve, especially in networking, engine programming, AI and code optimization.

I am one of the proud developers of Fuel Renegades a video game created by a group of students and published on [Steam](#). In my spare time, I like to swim, play videogames and of course to code.

Skills

Languages	English (Fluent), Spanish (Native), Galician (Native)
Programming Languages	C++, C, C#, ARM Assembly, Java
Scripting Languages	Lua, Python, Bash
3D Computer Graphics	OpenGL, OpenGLES, GLSL, RenderDoc
Game Engines	Unreal Engine 4, Unity3D
Mobile Development	Android, iOS
Web Development	HTML, CSS, JavaScript, PHP
Other technical skills	Git, SVN, Perforce, Plastic, SQL.

Education

2015 - 2018 Valencia, Spain	HND Computing and systems development, Distinction. ESAT (Escuela Superior de Arte y Tecnología) Award for best academic record.
2009 - 2015 Vigo, Spain	BSc of Telecommunication Engineer University of Vigo

Work Experience

Sep 2018 - Present
Barcelona, Spain

Software Engineer
BlitWorks

Jul 2014 - Aug 2015
A Coruña, Spain

Network Engineer Intern
R Cable y Telecomunicaciones Galicia, S.A.

Feb 2014 – Dec 2014
Vigo, Spain

Front End Developer
Chattyhive (startup)

Other Experience

October 2017 - July 2017
Valencia, Spain

Software Engineer
Modular Souls

I worked in the development of Fuel Renegades forming part of a small student studio inside the university. My main tasks were networking and AI programmer. The game was finally published on [Steam](#) and won a couple of awards given by the [Student Game Contest](#): Best Technology and Second Best Game of the competition.

References available on request