

ABOUT ME

Hey there! I am a recently graduated computer scientist interested in Videogames and Artificial Intelligence.

Since I was young, I have been a big fan of videogames , also I hope in a closer future to be able to develop videogames in a professional environment even AI for videogames.

LANGUAGES

Native Spanish

Intermediate Valenciano

English B2 by Cambridge Linguaskill

CONTACT

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JOSE LUIS GOMEZ ANTON

Computer Science Engineer

EDUCATION

Complutense University of Madrid

2020 - 2021 Post degree in Videogames development – Specialization Programmer

University of Alicante 2015 - 2020

Degree in Computer Science – Specialization Computation

I.E.S lfach

2013 - 2015 Bachelor of science

WORK EXPERIENCE

Pemperor Games

October 2020 - Now

Part of the programming team in Pemperor Indie Games Studio with their first project called "Shadow Of Babel"

DLSI - GRFIA Intern Researcher on detection of interest's regions in musical scores

September 2019 – December 2019

Research ML/DP algorithms to detect interest's region in musical scores. In order to solve the problem, we used some algorithms between them we tried the Tensorflow API and different CNN structures even Yolo trying to make a basic design from scratch.

Embention Sistemas Inteligentes S.L. Internship Software Verification Engineer June 2019 – September 2019

My role within Embention was to support the software verification department working with Joint Strike Fighter Air Vehicle C++ Standard (JSF AV C++). In this job, I had the goal of revising that code which did not meet the standard by changing it in order to meet it. I learned a lot about the standard and its rules making me able to adapt code to it.

SKILLS

Programing Languages: Python, Java, C#/C/C++ , Swift Videogame Engine: Unity, Unreal Engine 4 Agile Methodology: Scrum Version Control System: Github, Perforce Other stuff: Assembly, Machine Learning /Deep Learning (Keras), Php, HTML, CSS, Boostrap, JavaScript, MySQL, ROS

OTHER INTERESTS

You can see some of my work here in my website, which is under development:

https://jlga10.github.io/