








EDUARDO PAEZ RUBIO

GAME DEVELOPER

INFO

-  Munich, Germany
-  contact@devpaezrubio.com
-  <https://devpaezrubio.com>
-  Spanish, English, German, Portuguese

LINKS

-  <https://github.com/epaezrubio>
-  <https://stackoverflow.com/users/2886688>
-  <https://www.linkedin.com/in/epaezrubio/>
-  <https://devpaezrubio.com/cv.html>

SKILLS

Expert

JavaScript, TypeScript, CSS3, SASS/LESS, Python, Django, Vue.js, Bootstrap, PixiJS

Moderate

Bash, PHP, Wordpress

Advanced

Node.js, MongoDB, ROS, Unity, C#

Other competences

Git, Unit/E2E Testing, Linux, REST, Scrum, JIRA

ABOUT

Game and Web Developer specialist in TypeScript currently working remotely for Softgames. I come from the south of Spain where I studied Web Applications Development. To know more about me, check my work in my Github repositories or feel free to reach out via social networking sites or email.

WORK EXPERIENCE

Game Developer, SOFTGAMES GmbH

Mar, 2022 - Present

Berlin, Germany (remote)

- Development of HTML5 games with >700k daily active users using PixiJS and TypeScript
- Technical refactor and stabilization of Facebook instant games

Senior Full-Stack Developer, Magazino GmbH

Nov, 2020 - Feb, 2022

Munich, Germany

- Development of internal tool for modeling complex robot environments based on PixiJS, Vue.js, Typescript and ROS
- Creation of rapid PoC projects to support autonomous robots
- Development of built-in user interfaces enabling the human-robot interaction
- Candidate screening, interviewing and test review of new hires for the team

Full-Stack Developer, Magazino GmbH

Jun, 2018 - Oct, 2020

Munich, Germany

- Principal developer of a single page application to monitor and control a fleet of robots with Vue.js, Django and ROS
- Creation of internal tool for programming robot behavior trees with CreateJS, Angular and TypeScript
- Deployment and maintenance of clients' Web servers with Nginx and SSH tunneling

Web Engineer, SENSORY-MINDS GmbH

Apr, 2017 - Apr, 2018

Offenbach am Main, Germany

- Developed a full-featured events management Web app with Node.js following the atomic architecture
- Chatbots programming for Facebook Messenger
- Design and development of APIs based on clients' technical requirements

Full-Stack Developer, Crytek GmbH

Dec, 2015 - Feb, 2017

Frankfurt am Main, Germany

- MEAN stack (MongoDB, Express, Angular, Node.js)
- Phone apps with Cordova and Ionic for Android and iOS focusing on high performance
- Interactive HTML5 showcases with Electron
- Modernization of web projects and automation of development workflows

Web Application Developer, Ion2s GmbH

Aug, 2013 - Nov, 2015

Darmstadt, Germany

- Development of Web applications using Javascript front-end frameworks and REST communication
- Participation in the development of back-end tier with Java EE and Neo4j
- Created Web-based Android apps with Cordova

Intern Web Developer, Mengisoft SCA

Mar, 2013 - Jul, 2013

Mengibar, Spain

- Development of CMS plugins (Joomla, Wordpress and Drupal)
- Design tasks with Photoshop, After Effects and Flash
- Development of client portfolios with PHP, HTML5, CSS3 and JavaScript

EDUCATION

Building Web Apps with Vue: Expert

Apr, 2019

Pluralsight

Understanding Video Games, University of Alberta

Jan, 2016

Coursera

MongoDB for Node.js Developers, MongoDB University

Jul, 2014

Web Applications Development, IES Oretania

Jun, 2013

Linares, Spain

CCNA Discovery: Networking for Home and Small Businesses, Cisco Systems

May, 2012

PET PROJECTS

Explora Múnich, Webmaster

2020-05-01 - Present

Cuboid Games, Indie Game Development

2017-03-01 - Present