CURRICULUM VITAE

Personal Information

JAVIER CALET TOLEDO
E-mail: **caletbak@gmail.com**
Portfolio WEB: **http://www.caletbak.com/**
LinkedIn: **Profile**

Academic Degrees

- **Master, Video Games Creation**
  2006 - 2007
  Pompeu Fabra University (UPF)
  Master Thesis: Fear No More game

- **Computer Science Engineer**
  2001 - 2005
  Barcelona University (UB)
  Master Thesis: 3D Interactive World game/editor

Extra Education

INSEAD - Developing Emerging Leaders
[September 2021]

Check Credentials

Professional Experience

SOCIALPOINT (www.socialpoint.es)   [November 2018 – Present]

- **Team Lead**
- Unity developer and technology consultant for the studio, and mentoring team developers.
- Applying lean startup methodology into the production process.
- Managing team meetings, tasks prioritization, and setting development goals for the team in fast iterations.
- Developing our team culture to match company expectations, and encouraging T-shaped minded team members.
- Unity3D, Unity DOTS technology, XCode, Git flow, JIRA, Kanban, Agile Scrum, AppAnnie, ChartIO, Looker

  Dragon City 2 (Youtube)

UBISOFT BARCELONA (www.ubi.com)   [December 2013 – November 2018]

- **Expert Tech Programmer**
- Technical Lead in Might & Magic: Elemental Guardians (iOS/Android) game based in Unity3D
- Complete middleware tech framework with building system for iOS/Android/Windows, used in all studio projects.
- Implementation of ARKit/ARCore, chat, custom shaders, memory and performance profiling.
- Complex systems and tools to be used by gameplay programmers, marketing or liveops teams.
- Unity3D, VS 2013, XCode, Android Studio, Git flow, JIRA, Kanban, Agile Scrum

  Might & Magic: Elemental Guardians (Official Page - Youtube)

  Battle of Heroes: Land of Immortals (Youtube)   **Galaxy Life: Pocket Adventures** (Youtube)

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NATURALMOTION LTD (www.naturalmotion.com)   [September 2012 – October 2013]

- **Senior Tech Programmer for Mobile (Android/iOS) - (Oxford Studio)**
- Codebase engine programming: cross-platform native code for all mobile platforms.
- GLES2.0 shaders programming: graphics engine, shadows and self-shadowing code.
- Specific Android implementations: GLSL optimizer, Facebook, Twitter, Marketing APIs, etc
- VS 2010, VS_Android, XCode, FMOD, Tortoise SVN, JIRA, Kanban, Agile Scrum

Clumsy Ninja (Youtube)

GENIAWARE SRL (Fish eagle)   [November 2010 – November 2011]

- **Core Programmer for PC / X360 / PS3**
- Gamebryo Animation System Wrapper for adding animation sounds and creating the game match replay
- SpeedTree/SpeedGrass 5.2 and Scaleform integration within our Gamebryo rendering system
- Audio Engine using FMOD Designer and FMOD Ex
- I have also done some tasks in order to improve and maintain the Gamebryo Scene Designer
- VS 9.0 C++, Gamebryo, SpeedTree, FMOD Designer, Adobe Flash CS5, Mantis, XML, AS2.0, Tortoise SVN

Lords of Football (Steam)

FREELANCE   [August 2009 – November 2010]

- **Android Programmer**
- Android 2.2, NDK, Box2D, Eclipse Java and Tortoise SVN.

Galaxy Breakout (Youtube - August 2010)   **Sudoku & Kakuro Game Series** (Youtube - October 2009)

VIRTUAL TOYS (LinkedIn)   [February 2008 – July 2009]

- **Senior Programmer for Nintendo DS**
- UI, Wi-Fi communications, game flow, 3D engine and gameplay in two Ubisoft Nintendo DS games.
- I created a secure Wi-Fi communications interface for sharing data between DS consoles.
- Codewarrior C++, Nitro-SDK, Nitro-System, Nitro-Debugger, NetBeans Java, Tortoise SVN, Syncro SVN and XML.

Planet Rescue: Animal Emergency (Youtube)   **Ener-G Horse Riders** (Youtube)

DIGITAL CHOCOLATE (LinkedIn)   [June 2005 – June 2006]

- **Junior Programmer for Mobiles**
- Eclipse and NetBeans Java, Mascot Capsule V3, JSR184, Mantis, Ant, XML, SVG file importer, Tortoise CVS.

Movistar Racing 3 (Youtube - Telefonica-Movistar 2006)

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Technical Skills

- **Analysis and Design**
  UML (Rational Rose, MagicDraw UML, Omondo UML)
  Control version tools (SVN, Git)
  Object oriented analysis, design and programming
  Used to Agile environment, daily Scrum meetings

- **Code languages and environments**
  VS .NET | Unity3D | Eclipse | NetBeans | CodeWarrior
  C | C++ | C# | HLSL | GLSL | Java JSE/JEE/J2ME
  LUA | Python | Perl | Ruby | 3D MaxScript | XML | Json

- **APIs experience**
  DirectX11, OpenGL, XNA 3.0, Android, J2ME

- **Proficient in**
  Rendering (Deferred / Forward)
  Gameplay (UI, camera, AI, game logic, physics)
  Tools (3DMax plugins, data packers, game engine)

- **Graphic and sound design**
  3D Studio MAX | Adobe Photoshop CS2 | FMOD
  Designer | Propellerhead Reason 8.0 | Adobe Audition

- **Education complements**
  "Graphic Software" university subject (2004 - 2005).
  "Team working and Project Management".