

Contact

Portsmouth
alopez1987@gmail.com

www.linkedin.com/in/tonils
(LinkedIn)
tonilsz.github.io (Personal)

Top Skills

C++
Optimización
OpenGL

Languages

Catalán (Native or Bilingual)
Inglés (Full Professional)
Español (Native or Bilingual)

Certifications

Oracle certificate

Honors-Awards

Premio del público al mejor proyecto
del Máster en Creación y Desarrollo
de Videojuegos
Game Glory

Toni López Sánchez

Programmer Climax Studios
Portsmouth, England, United Kingdom

Summary

I am a passionate software developer with over 10 years of experience in programming, specializing in video games, computer graphics, and AR/VR technologies. My career spans a wide range of projects, from developing full-stack Android applications to contributing to AAA games and creating custom game engines.

Key Highlights:

- Video Games: Worked on renowned titles like Age of Empires IV and Returnal, focusing on gameplay systems, UI adaptation, and optimization for diverse platforms.
- AR/VR Development: Designed a custom AR engine for Android using NDK and OpenGL and ported iOS applications to Android from scratch.
- Indie Game Development: Led and developed Drop as a programmer and producer, managing team efforts, pitching to publishers, and building core gameplay systems.
- Personal Projects: Created a VR game (Chicken Catcher) in just one month, leveraging Unity3D and Maya. Built a custom game engine using SDL2 and OpenGL, exploring procedural generation and advanced rendering techniques.

Coding has been my passion for 18 years, and over time I've mastered tools and languages like C++, Java, PL/SQL, and Unity3D. My portfolio showcases a variety of projects, from graphics programming experiments to full-fledged games: tonilsz.github.io.

Now, I am looking to take the next step in my career, joining innovative teams or projects where I can contribute my expertise, creativity, and drive. If you're seeking a highly skilled and dedicated developer, feel free to reach out to me!

Experience

Climax Studios

Programmer

March 2021 - Present (3 years 10 months)

Portsmouth, Inglaterra, Reino Unido

Contributed to gameplay and UI systems for high-profile titles, including adapting HUD elements for controllers and ensuring compatibility across varied resolutions.

Developed performance analysis tools and asynchronous loading systems to optimize gameplay and cutscene experiences.

Worked across multiple projects using Unreal Engine and custom engines, focusing on bug fixing, system improvements, and delivering high-quality gameplay experiences.

Active Online S.L.

Android VR/AR developer

June 2017 - February 2021 (3 years 9 months)

Vilanova i la Geltrú, Cataluña, España

Led the development of a custom AR engine for Android, utilizing native code with NDK and OpenGL to deliver high-performance solutions.

Successfully ported existing iOS applications to Android, rebuilding them from scratch and ensuring quality for release.

Collaborated closely with clients to create tailored AR/VR applications, optimizing graphics and performance for diverse use cases.

Maturuturu Studios

Game Developer

October 2015 - February 2017 (1 year 5 months)

Barcelona, Cataluña / Catalunya, España

Co-led the development of Drop, a game originally conceived as a master's degree project, transforming it into a studio-driven initiative.

Took on dual roles as programmer and lead producer, overseeing team management, project milestones, and financial support efforts, including pitching to publishers.

Developed core gameplay systems, including shaders and the player controller, leveraging Unity3D to create an engaging player experience.

Collaborated with a multidisciplinary team to bring the project from concept to a polished prototype, balancing technical and managerial responsibilities.

Capgemini

Junior Consultant 2

October 2014 - April 2016 (1 year 7 months)

Barcelona, Cataluña, España

Provided backend support for banking applications, working with technologies like Java, PL/SQL, Hibernate, and Struts to manage client listing systems. Simultaneously collaborated on fund management systems using PowerBuilder and Oracle, ensuring reliable data handling and process optimization.

Transitioned to developing an Android application focused on labor risk prevention and control, creating a user-friendly solution tailored to client needs. Gained experience working across diverse technologies and domains, adapting quickly to shifting priorities and projects.

Dealberri

Programador Web BackEnd

July 2014 - August 2014 (2 months)

Sant Joan Despí

Support the implementation of a web project of management of snuff vending machines. Developing the backend based in php and python.

Intarex SAP partner

Programador en practicas

January 2007 - May 2007 (5 months)

Igualada, Cataluña, España

Support in the development of a web project to help textil companies to manage its outsourced factories. developed in flex and jReport.

Agropecuária Cooperat

Programador Web

June 2006 - September 2006 (4 months)

Santa Coloma de Queralt, Cataluña, España

Development of the main webpage in HTML/PHP and maintenance of the local network, also configuring new terminals.

DAVCA scp

Programador en prácticas

November 2004 - May 2005 (7 months)

Santa Coloma de Queralt, Cataluña, España

Developing some webpages based on the companies of the area, mainly developed in html and PHP

Education

UPC Tech Talent

Diseño y Creación de Videojuegos, Ingeniería informática · (2015 - 2016)

Escola Politècnica Superior d'Enginyeria de Vilanova i la Geltrú (UPC)

Ingeniería técnica en Informática de Gestión, Ingeniería informática · (2009 - 2014)

IES Milà i Fontanals

Técnico Superior en Desarrollo de Aplicaciones Informáticas, Tecnología de la información · (2005 - 2008)

IES Milà i Fontanals

Técnico en Explotación de Sistemas Informáticos, Tecnología de la información · (2003 - 2005)