

FRANCISCO MONTAÑÉS BARBUDO

PROGRAMMER – ANALYST
IN C# .NET CORE

📍 Madrid - Spain

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✉ coder@franciscopmontanes.com

WHO AM I

I am Francisco, graduated in Design and Development of Videogames by the programming branch. Currently, i am working as a C# .NET Core programmer in NttData based on microservices. Also, I want to expand my knowledge about software architecture to apply it to the videogame industry.

SOCIAL NETWORK

 [linkedin.com/in/francisco-montañes-barbudo](https://www.linkedin.com/in/francisco-montañes-barbudo)

 bitbucket.org/montypacjr

 github.com/iRheKs

COMPETENCES

C# .NET FW / CORE	●	●	●	●	●
C++	●	●	●	●	●
Java	●	●	●	●	●
HTML / CSS / JS	●	●	●	●	●
SQL / MONGODB	●	●	●	●	●
VS 2019+	●	●	●	●	●
SVN / GIT	●	●	●	●	●
Office automation (O365)	●	●	●	●	●

LANGUAGES

- ✓ Spanish
- ✓ English

PROFESIONAL EXPERIENCE

From 06/2015
08/2015
(Madrid-Spain)

Play Giga,

QA Tester

Tasks performed: Responsible for proving that the product worked, while checking that the quality was adequate. Give reports on errors in addition to possible improvements in product quality.

Noobo Games,

.NET (Unity) Programmer

Tasks performed: Program the main mechanics of the game Spell Casting (Switch). Port the game from one engine to another so it can be played on the Switch platform.

Asociación Madrileña de Speedcubing,

HTML/CSS Programmer

From 11/2019
11/2020
(Madrid-Spain)

Tasks performed: Collaborate on the development of the association's website and its maintenance. Help in the development of other possible projects.

NttData

Programmer – Analyst C# .NET Core

Present Day
(Madrid-Spain)

Tasks performed: Support, maintenance, development of new functionalities and version upgrade for a document manager based in microservices for Endesa.

EDUCATION

2011-2012
Moate-Ireland

4º ESO

Moate Community School

2013-2014
Madrid-Spain

Bachillerato

Sagrado Corazón de Jesus

2017-2018
Köln-Germany

ERASMUS

Cologne Game Lab

2019

Design and Development of Videogames Degree

Madrid-España

ESNE