

Sergio Sánchez Valenzuela

Curriculum Vitae



About me

Date of birth	18/10/1997
Home	Barcelona, ES
Email address	ssanchva14@gmail.com
Phone number	+34 603 80 85 63
Driver's license	B

Professional experience

<div><div></div><div>IT Team Lead & Developer</div><div>2021-Present</div></div> <div>ÁlamoConsulting</div> <div>Developed client-focused applications using SQL Server/Oracle ensuring solutions met client needs and enhanced UX. Later took on team leadership responsibilities, managing and supporting colleagues to drive project success.</div>	
<div><div></div><div>Private Science Tutor</div><div>2015-2021</div></div> <div></div> <div>Provided personalized and dynamic tutoring in Mathematics, Physics, and Chemistry, tailoring lessons to meet individual needs and engage students in understanding complex scientific concepts.</div>	

Education

<div><div></div><div>Master's Degree in Game Design and Development</div><div>2023-2024</div></div> <div>Universitat Oberta de Catalunya, UOC</div> <div>Game Design, Level Design, User Experience (UX), Game Programming in Unity, Basic 3D Modeling</div>	
<div><div></div><div>Bachelor's Degree in Economics</div><div>2020-2022</div></div> <div>Universitat Oberta de Catalunya, UOC</div> <div>Advanced economic concepts, financial analysis, data interpretation.</div>	
<div><div></div><div>Bachelor's Degree in Physics</div><div>2015-2019</div></div> <div>Universitat de Barcelona, UB</div> <div>Advanced physics, mathematical modeling, data analysis, systematic problem-solving.</div>	

Languages

Spanish	●●●●●●●●
Catalan	●●●●●●●●
English	●●●●●●●●

Programming languages

C#	●●●●●●●●
Object-oriented	●●●●●●●●
SQL	●●●●●●●●
Python	●●●●●●●●
Fortran	●●●●●●●●

Software skills

Unity	●●●●●●●●
SQL Server/Oracle	●●●●●●●●
PowerBI	●●●●●●●●
Office Package	●●●●●●●●
Maya	●●●●●●●●
InDesign	●●●●●●●●

Game Projects

<div>Stop</div> <div>Experimental game based on randomness</div> <div>2024</div> <div>Personal project</div>	
<div>TriSum</div> <div>Logic puzzle game</div> <div>2024</div> <div>Personal project</div>	
<div>UnBlock</div> <div>Spatial problem puzzle game</div> <div>2023</div> <div>Personal project</div>	
<div>Tiny Rol</div> <div>Conceptual RPG game that focuses on the simplification of classic RPG mechanics</div> <div>2023</div> <div>Master's thesis project</div>	
<div>CirclePong</div> <div>Two-player circular pong game</div> <div>2023</div> <div>Personal project</div>	
<div>ClickSpeed</div> <div>Reflex-based game</div> <div>2022</div> <div>Personal project</div>	

For a more detailed view of my projects, including additional prototypes, visit my portfolio: ssanchva.com