

David Saltares Márquez

C++ Software Developer

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Brief profile

C++ programmer specialised in cross platform, real-time, performance critical, multi-threaded applications.

Skills

- Proficiency in C/C++, Java and JavaScript, experience with Python, C#, PHP, Perl and Lisp.
- Deep understanding of the STL, data structures, algorithms and complexity.
- Databases: PostgreSQL, Oracle, MySQL and SQLite.
- Cross platform development: Linux, Windows, Mac, Android and game consoles.
- Game engine experience: CryEngine, Libgdx, PhyreEngine, Ogre3D, XNA, and others.
- Capacity to write clean, readable, scalable, and efficient code.
- Ease to understand, debug and profile large code bases.
- Test Driven Development and continuous integration systems.
- Experience coordinating cross discipline teams to deliver goals on time.

Work experience

Bloomberg L.P.

Senior Software Developer

July 2014 – Present

- C++ and JavaScript code for the real-time monitor application.
- Integration with the Bloomberg Professional mobile application.
- Responsible for the Real-time sharing architecture.
- Intern mentorship.
- Technical interviewing for both junior and senior levels.

Sony Computer Entertainment Europe

R&D C++ Software Engineer

February 2014 – July 2014

- C++ 11 networked multimedia application for retailers' PlayStation 4 consoles.
- Developed Java and Python tools to automate tasks and improve workflows.
- Implemented continuous integration, static code analysis and code review practises.

Crytek UK

C++ Games Programmer on Homefront 2

February 2012 – January 2014

- C++ code for a high-end, multi-threaded, cross platform game targeting PC and consoles.
- Responsible for creating natural looking, believable, interactive characters to populate an open city simulation through state of the art artificial intelligence and animation techniques.
- Wrote components for CryEngine, the company's popular proprietary middleware, which is then licensed to be used in dozens of commercial games.
- Used Python and Lua for less performance critical behaviour scripting and offline tools.

Cádiz University Library

Web developer and systems administrator intern

June 2011 – December 2011

- Developed a statistics visualisation web application using PHP, PostgreSQL and JavaScript.
- Wrote Python and Perl scripts for metadata processing on an archives digitalisation project.
- Maintained and developed Java plugins for a DSpace repository.

Education

Cádiz University Spain

BSc in Computing Science, first class honours 2007 – 2011

- Study abroad programme in Kingston University of London.
- Founder and former President of the Games Development Society.

Projects, talks and publications



Libgdx

Successful open source cross platform 2D/3D game framework

- Core developer
- Platforms: Linux, Windows, Mac OS, Android, iOS and HTML5
- Technology: Java, C/C++ and OpenGL among others



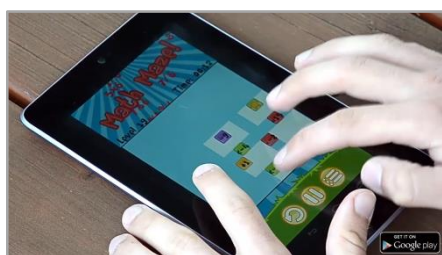
Libgdx Cross-platform Game Development Cookbook – 2014

- Published by Packt Publishing
- Co-authored with Alberto Cejas
- 80 practical articles covering every aspect of the framework
- Runnable sample code



Talks and workshops

- “Libgdx Cross-platform Game Development” at Kingston University.
- “Breaking into the Games Industry with Open Source Software” at Castilla – La Mancha University, Cadiz University and Kingston University.
- 2010: “Making a Pong in C with SDL” workshop at Cádiz University.



Math Maze – 2013

Educational brain teaser math based puzzle game for Android

- Role: project leader, programmer, designer and artist
- Development time: 5 months
- Team: 2 musicians, 1 SFX artist and several translators
- Technology: Java and Libgdx



Sion Tower – 2011

Final degree project. Tactical action 3D game for Linux and Windows.

Best Community Project at the V Open Source University Contest.

- Role: project leader, designer and sole programmer
- Development time: 6 months
- Team: 1 3D artist, 1 2D artist, 2 musicians and 1 SFX artist
- Technology: C++ and Ogre3D

Additional information can be found on my personal blog saltares.com. The source of some of my projects and other contributions are accessible from my GitHub profile github.com/saltares.