

Jesús Nieves Sánchez

Full Stack Developer & Game Developer

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<https://jesusns.com>

PROFESSIONAL EXPERIENCE

Gatokan Games

Game Developer / Multiplayer Developer

Jan 2022 – Jan 2023

- Unity game development
- Integrated game scenes (Lobby/Gameplay) using **Mirror** for network synchronization
- Implemented **PlayFab** services, including Login, matchmaking, and multiplayer server management
- Developed core features for the Lobby (shop, quests, character selection) and Gameplay (UI, event handling)
- Collaborated in an agile environment using **JIRA, Git, Confluence, Miro, and Discord**

Jellyworld

Game Developer – Master's Collaborative Fellowship

Dec 2020 - Jun 2021

- Unity development for the title "**My Daily Pets**"
- Designed and implemented data persistence classes for game and player state
- Developed time-based game logic and mechanics
- Built the in-game economy and shop system for item purchases
- Developed **NPC AI** behaviors and state machines
- Customized QTE (Quick Time Event) assets to meet specific project requirements
- Implemented various minigames
- Collaborated via **Slack, Git, Trello, and Google Drive**
- Steam Project: [My Daily Pets](#)

Complutense University of Madrid (UCM)

Full Stack Developer & Analyst

Oct 2001 - Present

- Developed multiple projects using a wide tech stack: **Java, Spring Framework, .NET, PHP, C#, JQuery, Ajax, and CSS**
- Currently specialized in E-Government: developing workflows with **XPDL** and **SOAP/REST** services for third-party integrations
- Application server and Linux systems administration
- Database management with **Oracle, SQL Server, and MySQL**
- Integration with **Alfresco** Content Management System via CMIS API

Blanca de Castilla School

IT Support Technician & Web Developer

Jan 2008 - Present

- Network maintenance and management of computer labs and shared resources
- Full development and maintenance of the school website (**WordPress/Joomla, PHP, JQuery**)
- **Google Workspace** Administrator

Freelance Developer

Game Developer

2017 - Present

- Development and publication of various games and apps for mobile and desktop
- [Google Play Developer Profile](#)
- Full Portfolio available at: <https://jesusns.com>

EDUCATION

Universitat Oberta de Catalunya (UOC)

Master's Degree in Video Game Desing and Programming

2020 – 2022

- GPA: **9.33/10**
- Special Distinction in "Multiplayer Games"

AulaMentor

Android Application Development

2018

Final Project: Appointment management app for aesthetic centers with **Firebase** integration

UNED

Professional Expert: ideo Game & Mobile App Programming (C Technology)

2015 - 2016

SEO Specialist Course

2014 - 2015

University Expert: Database Management Systems

2004 - 2005

Complutense University of Madrid (UCM)

B.S. in Computer Science

1995 - 2001

University of Castilla-La Mancha (UCLM)

Academic Excellence Distinction | High School

1994

LANGUAGES

English

B1 Intermediate Certificate | Official School of Languages (EOI)

2024

Spanish

Native