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MOISES GARCIA RAMOS

PERSONAL DETAILS

Age – 35 (23/10/1987)

Nationality – Spanish

Current place of residence – Madrid (Spain)

I am ... professional, responsible, proactive, entrepreneur

Additional information – Driving license and own car.

PROFESSIONAL EXPERIENCE

YBVR (YERBABUENA VR) – *Product Lead.*

MARCH 2022–PRESENT: Management of the team and products of the company.

- Roadmap planning for different products.
- Resources management.
- Task definition.
- Technical consultancy.
- Casual help as developer for Unity, Web, Android and Video.

U-Tad Digital University – *Professor of the subject **Augmented and Mixed Reality** in the **Master of Computer graphics, Virtual Reality and Simulation.***

ACADEMIC YEARS 2016/2017 2017/2018 2018/2019 2020/2021 2021/2022 2022/2023

ACCIONA – *Mixed Reality technical leader and developer.*

JUNE 2020–MARCH 2022: Innovation developer for Virtual Reality, Augmented Reality and Mixed Reality projects.

- Manage internal and outsourced projects.
- Research and develop Mixed Reality Applications.
- Look for the latest technology trends.

- Help Acciona departments to find how Mixed Reality can help them improve their business.
- Link between Acciona departments and technology providers.

Immersive VR Education – *Senior Unity Developer.*

OCTOBER 2019–JUNE 2020: Virtual Reality Senior Unity Developer

- Develop and evolve the immersive educational platform [ENGAGE](#).

inMediaStudio – *Technical leader of the AR & VR development team.*

MARCH 2014–OCTOBER 2019: Technical leader of the AR VR and MR development team

- Planning and distribution of the tasks.
- Estimation and technical advice for coming projects.
- Supervision of ongoing projects.
- Development of VR, AR and MR projects using Unity3D and required technologies.

SEPTEMBER 2012–MARCH 2014: VR and AR developer

- Development of education applications for mobile phones.
- Development of VR, AR and MR projects.

Ghostclusters – *Creation of the game for mobile platforms “Cosmic buddies town”.*

JUNE 2014–DECEMBER 2015: Planification, and development of the game.

- Cosmic Buddies Town is a city builder game produced by “3 Girls studio” and published by “Funbox Games” for mobile platforms and Steam.
- The team consisted of 2 programmers and 2 3D artists; and included minigames, FB connectivity, API connectivity, In-App Purchase, Advertising, and went through a QA validation.

Universidad Europea – *Professor of the subject Introduction to development in Unity in the Master in Future Devices.*

ACADEMIC YEARS 2013/2014 2014/2015

SKILLS

Team management – *Project supervision, time and resources control, and advice to the rest of the members of the team. Mediation with clients and other departments.*

Scrum Master – *Organizing projects using different technologies like **Scrum** and **Kanban**. Roadmap definition experience for new products from scratch.*

Unity3D – *10 years of experience:*

- **C# programming language.**
- **Applications connected** to network data sources (**APIRest** and **SocketIO**).
- Development and integration of user interfaces (**UI / UX**).
- **3d integration** and scene **lighting**.
- Experience creating **multi-platform applications** (Desktop, mobile, VR).

- Serial port hardware interaction.

VR Development – 8 years of experience creating apps for devices such as **Oculus**, **HTC Vive**, **GearVR** or **Google Cardboard**.

AR Development – 7 years of experience. I have worked with **Magic Leap** and **mobile SDKs** (Vuforia, ARKit, ARCore,...). Experience as a teacher.

3d modeling – 3D Modeling notions using Maya and 3D Studio Max.

Web Development – Experience as a web developer, using PHP and Javascript.

More languages and IDEs

- I have worked at some point with: **Java**, **C++**, **Python**, **Objective-C**.
- Experience compiling iOS applications using xCode.
- Experience compiling for Android using Android Studio.
- Experience publishing in Apple Store and Google Play.
- Adobe Photoshop.

EDUCATION

Rey Juan Carlos University – *Master's Degree in Graphic Computing Games and Virtual Reality*

SEPTEMBER 2010–JULY 2012, MADRID (Spain)

University of Leon – *Bachelor's degree in Computer Science*

SEPTEMBER 2005–SEPTEMBER 2009, LEON (Spain)

University of Leon – *Master's Degree in Cybernetics*

SEPTEMBER 2009–SEPTEMBER 2010, LEON (Spain)

Oxford House College – *English course. Level C1*

SEPTEMBER 2011–NOVEMBER 2011, LONDON (UK)