

IAGO CALVO LISTA

Horsham RH12 2PD, United Kingdom

✉iagocltrabajo@gmail.com - 🌐github.com/iagoCL - 🔗linkedin.com/in/iago-calvo-lista/

WORK EXPERIENCE

Gameplay Programmer - Creative Assembly (SEGA), Horsham, UK *Sep 2020-Present*

- Worked in **Total War: Warhammer 3** a popular RTS with over 1 million players.
- Promoted from Trainee and Associate Gameplay Programmer to responsible for battle gameplay in DLCs.
- Increased stability by fixing 400+ bugs, debugging with **Visual Studio** and writing maintainable **C++**.
- Improved performance by detecting and **optimizing** critical areas, with custom and standard **profilers**
- Reduced time to fix bugs by replacing old code with **modern C++**, which improved code readability.
- Removed recurrent bugs by adding **automatic testing** which successfully detected 500+ data problems.
- Increased QA efficiency by adding custom debug functionality and improving internal logging.
- Responsible for communication across multiple departments, to coordinate new features and bug-fixing.
- Followed **Agile(Scrum)** using **Jira**, perforce (**version control**) and **continuous integration**.

Research Support Staff/C++ Programmer - GMRV, Madrid, Spain *Nov 2017-Jul 2019*

- Group of Modeling and Virtual Reality (GMRV) in King Juan Carlos University.
- European project funded by the *Human Brain Project (HBP)* and *Cajal Blue Brain*.
- Co-author of the published research article <https://doi.org/10.3389/fninf.2021.766697>.
- Work *NeuroScheme*, an **open-source** data-science visualization application using **C++**, **Qt** and **boost**.
- Obtained a 20% increase in performance by improving code **optimisation** and **parallelisation**.
- Improved the user experience by improving the UI and adding new features like new file formats or queries.
- Followed **Agile** methodology with **git**(version control) developing a **Windows/Linux** application.

EDUCATION

MSc in High-Performance Computing with Data Science *Sep 2019-Aug 2020*

University of Edinburgh, Scotland, United Kingdom.

- GPA: 68/100 2:1 Honours.
- Selected as one of 5 members of TeamEPCC, reaching 5th position at the international **ISC - SCC (2020)**.
- Emphasis on **parallelism**, including **multithreading**, concurrency, multiprocessor, message passing (MPI).
- Extensive use of **C** to design **HPC** systems including **IO**, memory optimisations and **profiling**.

Dual degree in Game Design and Development and Computer Engineering *Sep 2015-Aug 2019*

Universidad Rey Juan Carlos (King Juan Carlos University), Madrid, Spain.

- GPA: 8.02 / 10.00 (B+). Equivalent to two separate 2:1 UK BSc honours degrees.
- **Computer networks** including **sockets**, distributed systems (**AWS**, **Docker**) and routing optimisation.
- Emphasis on **computer hardware** architecture (**assembly**, embedded systems and hardware design).
- Advanced courses in **OOP**, **algorithms design**, **data structures** and **design patterns**
- Graphics (**OpenGL**, **Vulkan**, **GPGPU (cuda)**) and operating systems (**Linux**, **Android**, virtualisation)
- Experience in databases, **SQL** and **NoSQL (MongoDB, Cassandra)**
- Multiple individuals and group projects in **C**, **C++**, **Java**, **Javascript**, **C#** and **python**, see link below.

TECHNICAL SKILLS

Programming	C , C++ (old/modern), JavaScript , Python , Java
Technologies	Boost , C++ stdlib , SQL , NoSQL(MongoDB, Cassandra) MPI , Qt , OpenGL
Web	HTML5 , CSS , PHP , Java Spring
Abilities	Linux , Parallelism , Multithreading , Concurrency , Assembly , IO , Databases , Graphics
Other	Cmake , make , Git , CI , TDD , Unit testing , Agile , JIRA

Please visit: <https://iagocl.github.io/portfolio> for more information and see my personal projects.

LANGUAGES

SPANISH: Native speaker

ENGLISH: Fluent speaker

IELTS Academic (C1) - May 2019, **Cambridge Proficiency exam (CPE) (C1)** - June 2017