

ABEL SIERRA SÁNCHEZ - CREATIVE DEVELOPER

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Sex Male | Date of birth 09/12/1986 | Nationality Spanish

RESUME

2018

- Currently working in a project for a museum and in some technical demos to add to my personal portfolio.
- Programming of real-time interactive installations for Rihanna's Fenty Beauty brand launch in Milan, Italy.
- Creative fullstack VR developer at IMPULSAME where I've already worked in two virtual reality experiences.
- Suchard Neuro Experience. A neurological experience that shows how the chocolate affects your state of mind.

2017

- Creative fullstack VR developer at IMPULSAME.
- Collaboration in Seat Neuroconfigurator project for Frankfurt Motorshow 2017. It is a experience that reads your vital signs and brain waves in order to show you a personalized car depending on your reactions to some videos. (Agency: Wildbytes)
- Sharing service for social media. (Agency: Wildbytes)
- Glowing Graffiti experience: Interactive augmented reality experience. Tracking people and brushes to paint 3D light strokes in the air, for Sephora Trendzone in El Triangle Mall in Barcelona. (Agency: Wildbytes)
- 3D gif software for Rihanna's Fenty Beauty brand launch in Callao City Lights in Madrid. Rihanna as many other famous spanish guests where present in the private launch in Callao. (Agency: Wildbytes)
- Collaboration in AR Makeup mirror for Sephora Kat Von D Beauty brand launch in Paris and Milan. Augmented reality mirror that shows different make up styles directly on your face. (Agency: Wildbytes)

2016

- Paris Motorshow 2016 and Frankfurt Motorshow 2017: 360 video player for Gear VR synchronized with motorized chairs for SEAT (Agency: Wildbytes)
- Speaker and mentor as a VR specialist in University of Almería for the Startify7 event (Horizon 2020 project from the European Commission)

- Collaboration with the Psychology department of the University of Almería. I developed an Augmented Reality app for spatial memory research.
- Core Engineer at Neurodigital Technologies. Main tasks: Software and VR developer. Design of technical VR demos as well as the SDK of the hardware prototypes. Main technologies employed in the different projects: Unity3D, Leap Motion, Intel RealSense, Microsoft Kinect v2, Gloveone, upperbody inertial tracking system for VR, Oculus Rift, Samsung Gear VR, HTC Vive, OSVR, Google CardBoard.

2015

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2014

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- Professor in Augmented Reality course at IFES:
 - AR tools and the AR in the Industry
 - Unity3D + plugin Vuforia
 - Blender
- CTO & CIO at Proyecta Ingenio S.L.
 - Design of strategic ways to improve the efficiency in the company using new technologies
 - Software development
 - DB and Network administration
 - Troubleshooting manager
- IT Manager at Agrocolor S.L.
 - Software development
 - DB and Network administration
 - Troubleshooting

2013

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2012

- CTO & CIO at Proyecta Ingenio S.L.
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 - Software development
 - DB and Network administration
 - Troubleshooting manager
- IT Manager at Agrocolor S.L.
 - Software development
 - DB and Network administration
 - Troubleshooting

EDUCATION

- **MSc in Computer Engineering**, University of Almería.
- **Advanced Computer Engineering**, University of Almería.
- **Bachelor in Technical Engineering in Computer Systems** , University of Almería.
- Erasmus Student in University of Ghent (Belgium)
- Course: Modeling and animation fundamentals with 3D Studio Max (60 hours)
- Course: Advanced tools with 3D Studio Max (60 hours)
- Advanced course in Shaders programming (80 hours)
- Course: Wireless Networks (60 hours)
- Course: Teamwork
- Course: International volunteering

MAIN SKILLS AND TECHNOLOGIES

- GAME DEVELOPMENT
- VIRTUAL REALITY
- AUGMENTED REALITY
- SOFTWARE DEVELOPMENT
- ANDROID DEVELOPMENT
- CREATIVE DEVELOPMENT
- AUTONOMOUS LEARNING
- C#/C++/JAVA/JavaScript
- UNITY3D
- Shader development
- Vuforia / ARCore /ARKit
- Kinect v2 / Leap Motion / Intel RealSense / GloveoneVR / AvatarVR
- Oculus Rift / GearVR / HTC Vive / OSVR /Cardboard

LANGUAGES

- Spanish: Native
- Italian: Proficient
- English: Proficient
- French: Begginer