

# ABEL SIERRA SÁNCHEZ - CREATIVE DEVELOPER

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

## RESUME

### 2020

- Currently working with some colleagues in a VR videogame for Oculus Quest. This is a side project.
- VR experience for medical visualization of heart pathologies.
- VR experience for education about human genitalia.

### 2019

- VR tool for prototyping and taking matrices for engineering in automotive industry. This was developed for a trucks brand.
- Development of several Android apps and collaboration in the development of several interactive installations for the New Balance Fuelcell Party in Barcelona. There were several interactive installations that made use of several technologies, among them: Intel Realsense, generative art, movement sensors, NFC tags, no-SQL databases, Bluetooth, realtime audio generation and more.
- Development of interactive installation with realsense and computer vision for the presentation event of the Puma x Balmain brand in Los Angeles.
- Collaboration in the development of an interactive installation for Sephora Xmas party in Madrid.
- Gaudi's mirror that transformed your face in a mosaic, not released.
- Programming and installation of an interactive mirror for the Sephora flagship in Madrid.
- Consultancy for and AR app for Orange.
- AR app for iOS and Android aimed to find your friends in music festivals. Final client was SEAT.

### 2018

- Submarine AAA VR experience for Red Eléctrica de España.
- VR experience with 3D scenes and stereoscopic videos to show the different natural parks in Castilla y León
- VR experience for Oculus Go for the government of Castilla y León about the fires in León in 2017.
- iOS and Android app for the Museo del Prado of Madrid to show the Dauphin's Treasure.

- Programming and management of real-time interactive installations for Rihanna's Fenty Beauty brand launch in Milan, Italy.
- Suchard Neuro Experience. A neurological experience that shows how the chocolate affects your state of mind.
- Creative fullstack VR developer at IMPULSAME where I've already worked in two virtual reality experiences

## 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

- Core Engineer at Neurodigital Technologies. Main tasks: Software and VR developer. Design of technical VR demos as well as the SDK of the 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.
- 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

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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

- **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)
- 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
- Vuforia / ARCore /ARKit
- Kinect v2 / Leap Motion / Intel RealSense / GloveoneVR / AvatarVR
- Oculus Rift / Oculus Quest / GearVR / HTC Vive / OSVR /Cardboard

## **LANGUAGES**

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