

# IKER SÁNCHEZ MORENO

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## Skills

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- C# | JavaScript | TypeScript | Angular | Ionic | Redux | Python | Flask | Php | Mysql | Vue | Nuxt | Scss | PawnScript ( C++ ) | Git |
- Firebase | Android Studio | Xcode | Supabase | TDD | Testing | Mobile Development | Agile | OOP | Unity 2D | Game Development
- Frontend | Backend | Full-Stack | English, Spanish, Catalan, Basque – *All professional proficiency or above*

## Experience

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### Software Developer

#### Runnea

Bilbao, Vizcaya, ESP

05/2022 - Current

- At Runnea, we control runnea.com, a running gear comparator with more than 3 million monthly visits in Spain, France, Italy, the United Kingdom and Germany with **Vue**, **Nuxt** and **Scss**.
- Runnea Academy, the best personal running coach APP with personalized training for more than 100.000 runners with **Angular**, **Redux**, **ionic** and **Scss**.
- Designing, implementing and maintaining scalable APIs with **Php** and **Mysql** that serve thousands of requests daily.
- Deployment of mobile applications on platforms such as Google Play Store and App Store with **Android Studio** and **Xcode**
- Development of external **mobile applications** such as 'Train with Movistar' focused on running.
- Use of tools such as **Filezilla**, **Git**...

### Game Developer

#### Autodidact

Bilbao, Vizcaya, ESP

03/2020 - Current

- Development of 2D and 3D video games on the **Unity** platform with **C#**.
- Defined and carried out design processes at all levels, including research, conceptualization, testing and implementation.
- **Game Jams** participant, with a theme, a time limit, some requirements, and a winner.
- 2D and 3D asset modeling with **Cinema 4D** and **Photoshop**.
- Completely *self-taught learning* out of *passion* and desire to continue learning.

### PawnScript Developer

#### Autodidact with a team

Bilbao, Vizcaya, ESP

10/2019- 03/2020

- Development of online servers for the multiplayer mode of the GTA San Andreas video game with **PawnScript** and **Mysql**.
- Handling over dozens of daily users
- Management of the store, where users purchased products in-game.

## Education

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### Web developer

#### Peñascal F5

Bilbao, Vizcaya, ESP

11/2021 - 07/2022

- During 1000 classroom hours, the team of colleagues and I dedicated ourselves to learn, in an incremental iterative way, various technologies, in a teaching based on real projects.
- **Html**, **Css**, **Javascript**, **Python**, **Vue**, **Flask**, **Git**, among others, and *agile* methodologies such as *Scrum*, *good practices* such as *TDD* (Test Driven Development) and *Clean Code*.

## Projects

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- **NINNO**: Ninno is an interactive character that will walk around your desk without interrupting your daily life, in a friendly way, making many things easier and surprising you with mini-games.( C# ). Link to [Ninno](#).
- **TIME IS TIME**: With a similar mechanic to GeoGuessr, but you will not have to guess where you are, but the time of the place where you are with a 360 degree view.. Link to [Time is Time](#). (\* Alpha version)
- **ACCOUNTING**: Web application for the automation of telephone invoices for the accounting team. No link.
- **ALZHMENTOR**: Through a web application, we will try to help people with Alzheimer's disease by training their brain and memory. Perform daily exercises that will help you maintain brain agility. Link to [Alzhmentor](#) (\* Not working)

## Others

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- **Youtube channel**: Tech channel, software development and more... in spanish\* [Ikerdev](#)