



Sergio Abreu García

Software engineer

sergioabreu.me | contact@sergioabreu.me

ABOUT ME

I've been building stuff since I was little, driven by my curiosity about how things work. Since I also love video games, I decided to study Video Game Development. That gave me a robust programming basis, but I also learned about various technical topics by myself: web development, artificial intelligence, programming languages, operating systems, etc. Currently, I am mainly interested in systems programming, focusing on Rust because of its safety and speed.

I care about building reliable, efficient, sustainable software that improves the world.

BEST SKILLS

- Languages **English (proficient), Spanish (native), Galician (native)**
 - Programming languages **Rust, C#, C++**
 - Technologies **Git, CI/CD, Unity, Godot**
 - Others **Systems programming, Linux, networking, multithreading, software architecture**
-

EXPERIENCE

[12/2022 – Present]

Programmer at Ao Norte – Building game prototypes in Unity and Godot

- Being the only programmer in a team of five improved my programming abilities while learning to lead the technical side of projects.
- *Godot, Unity, and C#.*

[11/2022 – Present]

Software engineer at Ozona Tech – Analytics tool in Rust with strict performance and security demands

- I greatly improved my programming skills, learned how big projects are built and learned to work in a team of multiple engineers.

- *Rust, Windows development, multithreading, Azure DevOps, CI/CD, Docker, networking (QUIC, TCP, RabbitMQ), databases, and systems architecture.*

[08/2021 – 11/2021]

Software engineer at Oesía - Augmented reality project for the automotive industry

- As a team of three, we developed a Unity prototype to train factory workers using hand motion tracking and augmented reality.
 - *Unity, C#, networking (Mirror for Unity), Manus (hand motion-tracking), and augmented reality.*
-

PERSONAL PROJECTS

2022 **Learned Rust through the official book**

- I wanted to learn better languages and programming paradigms to build more reliable and efficient software.

2021 **Physics-based animations through reinforcement learning - [GitHub](#)**

- Bachelor's degree final project [Daniel Álvarez Castro](#) and I made along.
- We researched and developed a neural network (RL) to replicate pre-recorded animations by applying forces to a physically simulated character.

2020 **Active Ragdolls, physics-based animations in Unity - [GitHub](#), [YouTube](#)**

- I built a physics-based animation system in Unity and made a YouTube video explaining how it works.
-

FORMAL EDUCATION

[2016 – 2021]

Bachelor's degree in Video Game Development – *Complutense University of Madrid (Faculty of Computer Science)*

[2020/2021]

Deep learning specialization (5 courses) – *Coursera ([certificate link](#))*