

# Ismael Pérez Botello

*Nationality:* Spanish

*Age:* 36

*Email:* [ispebo@msn.com](mailto:ispebo@msn.com)

*Portfolio:* <https://ispebo.com/portfolio/>

*Blog:* <https://www.ispebo.com>

*Mobile:* 0033668485096

## Summary

- A Games/Apps developer with more than 10 years of experience in software engineering.
- 9 years of experience in Games development and more than 2 years in Apps World.
- The combination of technical (Senior Developer) and management (Team Lead/SCRUM Master) background is helping a lot to balance between being keen on code quality and pragmatic focusing on the actual result
- Keen on Agile processes as a tool helping teams to be effective in getting things done
- Keen on continuous delivery as a way of making those things live smoothly and seamlessly
- Keen on automating every routine piece of work not meant for humans

## Key skills

- *Frontend:* Haxe, Actionscript3, C# Unity, Javascript, HTML, CSS.
- *Backend:* PHP, MySQL
- *Native Mobile Application:* Java, Objective-C.
- *IDE:* Flashdevelop, Xcode, Android Studio.
- *Game Engine:* Cocos2D, Unity2D, Cocos2Dx, HaxeFlixel.
- *Game Animation:* Skeletoraxe, Flash, DragonBones.
- *Web services:* REST
- *Concepts OOP principles and Design Patterns.*
- *Unit Testing:* haxe.unit, NUnit.

## EMPLOYMENT HISTORY

### January 2016 – Present

#### **Android Developer, Wisimage (<http://www.wisimage.com> )**

Wisimage is a leader in Facial Recognition Solutions Company, based in Clermont-Ferrand (France) dedicated to delivering results that are both accurate and easy to use.

- First experience with Java and Android Studio.
- Developing Android-based mobile applications using Wisimage framework for various clients in the world of makeup.
- Use the JNI ( Java Native Interface ) to communicate between C++ and Java for Android
- Collaborating with backend developers, iOS developers and graphics designers.

**Technologies used:** *Java, XML, JSON, GIT*

### 2007 – 2015 (~8 years)

#### **Freelance Game Developer.**

For over 8 years I have been working as a freelancer (parallel to my main job) for various clients in France.

- Programming in AS3 et Haxe more than 50 games for various clients: [www.ludokado.com](http://www.ludokado.com), GameTemple(<http://www.nohuman.com/>), French-kiss.com
- Development of game GhostSplash (Haxe) in partnership with NoHuman Studio.
  - CTO Ghostsplash
  - Research to providing a Skeletal Animation Method in Haxe. Development of SKELETORAXE Library.
  - Leading all team and implementing an Agile WorkFlow.
  - Decisions on game design and level design.
- Developing AS3/FLASH Tutorials/Software for various clients.

**Technologies used:** *Haxe, Actionscript3, Json, Xml, HTML5, PHP*

### 2013– 2015 (~2 years)

**Game Developer**, Digital Virgo Entertainment - Digital Virgo Group ( [www.digitalvirgo.com](http://www.digitalvirgo.com) ), Digital Virgo provides a wide range of digital entertainment offers (games, music, videos, social networks...) to the users.

- First experience with Objective-C and Apple's World.
- First experience with cross-platform (Haxe /NME / OPENFL) tools and mobile world (Android and iOS).
- First experience with HTML5, Android and iOS target in Haxe .
- Providing solutions for mobile app/games design and development constraints: limited memory, limited battery life, limited screen size, limited CPU.
- Implementation of animations methods (SpriteSheet and Skeletal) to replace Flash Animations.
- Monitoring and performance analysis.

**Technologies used:** *Objective-C, Haxe, NME, OPENFL, Actionscript3, JSON, XML, HTML5, JavaScript*

### 2007– 2013 (~6 years)

#### **Haxe Developer**, Prizee ([www.prizee.com](http://www.prizee.com))

Prizee is a french website of "award-winning online games" category (ie flash games related virtual currency, redeemable against gifts). In 2012, Prizee has nearly ten million unique players a month for two million active accounts (mainly French and Belgians).

- First job as games developer coding for a company ( 130 employees ) dealing with the industry of casual gaming
- First experience with AS2, AS3, FlashDevelop, Flash and Haxe ( since 2007)
- First experience with Project Management Software: Redmine, Axosoft, Trello.
- Programming more than 30 types of games.
- Providing solutions for game development: physics engine, pathfinding, etc..
- Providing OPP solutions(MVC, design patterns, etc...) / TDD practices
- Constant code refactoring and Unit testing
- Involved in game's universe, level design and game design.
- Collaborating with backend developers, graphic designers, cartoon animators and marketing

**Technologies used:** *Haxe, Actionscript2, Actionscript3, XML, JSON, SVN, GIT, HTML5, Javascript*

## ACHIEVEMENTS/REALIZATIONS

- **NoHuman Studio:**
  - **GhostSplash (partenariat).** <https://apps.facebook.com/ghostsplash>
  - **Monstersitos, Cooking Grizzly, CrazyGator**
  - Ludokado.com Games:
    - **Temple Rush, EleventhAce, TrésorTurn, StoryBall, AquaPoulpo, Gold Digger, Mad Mine, Biblium, Ice Block, Pirate Move, Alchemist, Over Boat, Crazy Market, Dynasty, Captain Cook, Captain Jump, Aiki Sushi, Nex Word.**
- **Kiss-french.com : Garde Manger, Aliens Get My Men, Nettoyage**
- **DVE ( Digital Virgo Entertainment ).**
  - **Askking.** <http://www.askking.com>
  - **Badabim.** <http://www.badabim.fr/>
- **Prizee.com**
  - **Tout Feu Tout Flamme.** <https://www.youtube.com/watch?v=uOO-PvQmyvo>
  - **Cap Sur Le Trésor.** [https://www.youtube.com/watch?v=FHZvG\\_xUXGw](https://www.youtube.com/watch?v=FHZvG_xUXGw)
  - **Bolidz.** <https://www.youtube.com/watch?v=ZJz9pUH0ULo>
  - **Toudou Cuistot.** <https://www.youtube.com/watch?v=7X69GFwCbB8>
  - **Cosmic.** <https://www.youtube.com/watch?v=ufHPomQ15H0>
  - **Enovaa.** <http://enovaa.iprizee.com/>
  - **Frigomino.** <https://www.youtube.com/watch?v=oqTTe0j0FR8>
  - **Mémo Chrono.** <https://www.youtube.com/watch?v=Zw9vk67qMhY>
  - **Autres: Pop Candiz, Ice Attack, Brixx Bar, AquaVersus, Arbre à poèmes, Farambule, Fete de la Musique, Mine Endiablée, Fast And Furax, Fakir, etc..**

## EDUCATION

**1998-2003** Computer Systems Engineering – University of Huelva (Spain)

**1994 – 1998** Scientific Secondary School – Instituto Guadiana – Ayamonte (Spain)

## LANGUAGES

**English:** Medium level (worked 3 month in 2002 in Filey Holyday Park)

**French:** Fluent spoken & written

**Spanish:** Native

## PARTICULAR INTERESTS

Games Development and performance improvements.

*Also interested in:* Videogames, animation movies, movies, football