






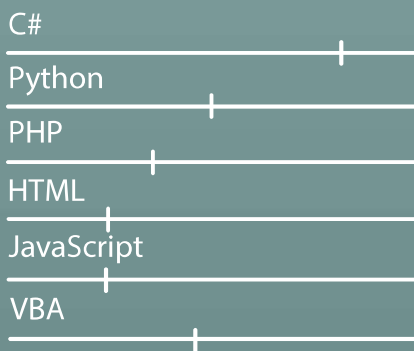
ALEJANDRO LANGARICA

DEVELOPER

INFO

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-  Burgos, Spain

PROGRAMMING



LANGUAGES



INTERESTS

- RV y RA
- Artificial intelligence
- Machine Learning
- Automation
- 3d Design
- New technologies

TOOLS

- Visual Studio
- Rider
- Unity 3d
- Jira
- Excel
- Adobe Suite

ABOUT ME



Curious, imaginative, responsible and self-taught. They are several qualities that define me well. I love technology, learn and get new challenges. My main interest is the development of innovative projects through the latest technologies.

EXPERIENCE



05/2018 - Present

Unity developer - ITCL (Instituto Tecnológico de Castell y León)
Developer in research projects within the Virtual Reality department. Design, programming, integrations and documentation.

09/2017 - 07/2018

Project leader VR - Ficción Producciones S.L.
Leader in the development of the Recupera project, a medical R + D project for virtual reality.

12/2016 - 09/2017

IT Programmer (trainee) - Bsh Electrodomésticos Spain S.A.
Automation of tasks in Windows environments with PowerShell and Excel (vba) and participation in management tasks in the IT projects of the department.

01/2013 - 01/2016

Maintenance manager - LEDR
Maintenance manager at weekends VW Navarra

01/2013 - 01/2016

Freelance video producer - Proyecto Lobo
Production of promotional and corporate videos.

STUDIES



2009 - 2014

Telecommunications engineering - UPNA

2016

3D Design Course Blender - Digital Learning

2016 - 2017

Master of programming with Unity and C # - Trinit, Asociación de informaticos de zaragoza

2018 - 2019

WEB Programming - Deusto Formation

2019 - Present

Coursera - Introduction to Machine Learning