



Diego Ruiz del Árbol García.

Computer Science Engineer.

Date and place of birth: November 11th, 1979, Madrid, Spain.

Marital status: Married.

Waldeyerstr 9, Berlin Germany.

Email: diegoruizdelarbol@gmail.com, **Phone:** 0049(0)1786252864

I am a hard-working, practical and results-oriented Spanish professional. Since I finished my university studies on Computer Science Engineering, I have focused my professional career on software development.

On top of technical aptitudes, I have social skills and talent for communication and management. These abilities help me in labour relations and made me assume responsibilities to this effect in previous working experiences.

I usually combine my job with the development of web projects. These profitable experiences give me the chance to work with diverse web technologies and graphical environments.

At the moment, I would like to start a long and successful carrier in a significant company. I definitely want to focus my job on web environments and front-end software because it is something I really like and I believe I am talented for it.

PROFESSIONAL EXPERIENCE

June 2007 - Currently

Bally-Wulff Entertainment GmbH, Berlin, Germany (www.bally-wulff.de)

April 2008 - Currently

Project Manager / Development Engineer for slot machine videogames

- Development of gaming software system (detailed tasks above).
- Design and implementation of the graphic integration structure between the software system (C++) and the 3D graphical scenes for videogame through Vega Editor environment. Vega Editor is a video integration environment, developed by *Yager Development* (www.yager.de) and based in 3D IRRLICHT engine. The graphic integration task consists basically of, starting from the unanimated 3D and 2D elements (generated by the graphic designers), developing a coherent and consistent structure, usable from the gaming system (C++) through a message based interface.
- Negotiation of requirements with graphical designers.
- Use of SVN version control system for the graphic integration data.
- Interaction with Spanish customers, leading them from requirements to a technological feasible solution and acting as interface between customers and company.
- Interaction with Spanish and German partners, defining customer's requirements, verifying proposed solutions, acting as interface between partners and company and teaching Spanish partners about the graphic integration task with Vega Editor.

June 2007 - April 2008

Software Engineer for slot machine videogames

- Design of software structure for the modelation of gaming system (Object Oriented).
- Implementation and maintenance of software system in C++.
- Implementation of internal tools with C++ and C#.
- Developing in Windows, with the environment Visual Studio.NET 2003, with the version control system PVCS.
- Use of FreeBSD (Linux distribution), which is the OS that the target machine uses.

Formation received in Bally-Wulff Entertainment GmbH:

- C++ *deeply embedded*, 40 hours course given by the company *Hilf! GmbH* (www.hilf.com). Course description and topics [here](#). Certificate [here](#).

April 2005 – December 2006

Control traffic flight software developer

Indra Sistemas, Madrid, Spain (www.indra.es)

- Programmer in C++, ADA and Motif languages for AIRCON 2100 project. AIRCON 2100 is a full control traffic flight system currently used in several countries as Libya, Poland, Russia, Ukraine, Morocco, Nicaragua, Uruguay, Cape Verde, Panama or Colombia.
- Responsible of the subsystem *FDD* (Fight data display). *FDD* is a browser of the main subsystem, *FDP* (Flight data display) and is developed in C++ and Motif.
- Analysis of requirements, design and implementation of solutions for *FDD* subsystem.
- Programmer of the subsystems *FDP* (Flight data display), developed in ADA and *CMD* (Control manage display), developed in ADA, C++ and Motif.
- Working in Solaris environment, with the version control system ClearCase.

Overview of the Aircon 2100 air traffic control system [here](#).

References of my work in INDRA can be found [here](#).

November 2004 – January 2005

Documentary management software developer

Pixelware, Madrid, Spain (www.pixelware.com)

- Programmer in C++, HTML languages, using SQL database.
- Working in Microsoft Visual Studio .NET environment, with version control system SourceSafe.

September 2004 – November 2004

Junior software developer

GFI Informatique, Madrid, Spain (www.gfi.es)

- Programmer in Java, with Java Beans and Tuxedo Services.
- Working in IBM Visual Age environment.

WEB ENVIRONMENT PROFESSIONAL EXPERIENCE

June 2007 – Currently

Drupal CMS websites designer and developer

Self-employed

- Working with Drupal content manager system. (www.drupal.org).
- Main used programming languages: PHP, HTML, XHTML, XML, CSS or JavaScript.
- Used database systems: MySQL.
- Knowledge of SEO.
- Knowledge of W3C validation standards for XHTML and CSS
- Example of Drupal developed projects: www.berlunes.com, www.walterbenjaminportbou.cat, www.nuevaparisien.com, www.typicalroma.org, www.amarodrom.de, www.bekaft.com, www.romayouth.com.
- Working occasionally with Adobe Flash Professional including ActionScript.
- Flash developed projects: www.jaimedeinclan.com, www.gestionredes.com.
- References of my work as Web designer and developer can be found [here](#).

February 2005 – May 2007 (Regular collaboration)

Web Programmer

IN&OUT Advertising, Madrid, Spain

- Regular collaborator for development of projects on Internet. Programmer in PHP, HTML, and ActionScript languages, using MySQL databases. Experience with Drupal CMS.
- Examples of developed projects: www.grupoglow.com, www.espaciosdecomunicacion.com, www.deep.com.es or www.inmopazo.com.

December 2006 – May 2007 (Regular collaboration)

Web Developer and Technology Adviser

Gestión de Redes y Comunicaciones, Madrid, Spain (www.gestionredes.com)

- Development of the corporate website.
- Patchview Technical Support for customers in Spain. PatchView is a professional network management system, property of the Israeli company *Rit Technologies* (www.rittech.com). Overview [here](#).

EDUCATION

September 2003 – June 2004: ERASMUS Scholarship

**Computer Science Engineering. Faculty of Electrical Engineering.
Czech Technical University of Prague, Czech Republic.**

- Final Project done on "Indexation of database queries in Java code and handling through a Java applet".

1997 – 2004

**Computer Science Engineering. Faculty of Informatics.
Universidad Politécnica de Madrid, Spain.**

- *March 2001 - March 2003*: Five times awarded with the ATHENS scholarship (Advanced Technology Higher Education Network), carrying out several seminars in different European Universities. Description of the ATHENS Program [here](#).

1993 – 1997

Secondary Education, Montserrat High School, Madrid, Spain.

1984 – 1993

Primary Education, Ciudad de Roma School, Madrid, Spain.

LANGUAGES

SPANISH: Native Speaker

ENGLISH: Fluent in English, oral and written.

- Several courses in UK and USA for the study of English language.
- Last course of University and Final Project carried out in English.

GERMAN: Fluent in German, oral and written.

- Several courses in Germany for the study of German language.
- Resident in Berlin since June 2007.
- German used daily as working tool.

ITALIAN: Fluent in Italian, oral and written.

- Several courses and scholarships in Spain and Italy for the study of Italian language.

TECHNICAL SKILLS SUMMARY

- Professional knowledge of programming methodology. Capacity to learn any syntax of programming in a brief period of time (object-oriented, logic, procedural or recursive).
- Relevant professional experience with the following programming languages: C, C++, C#, Java, JavaScript, Motif, ADA, PHP, ASP, HTML, XHTML, XML and ActionScript.
- Professional knowledge Drupal CMS (www.drupal.org).
- Knowledge of the design and development of databases. Professional experience with SQL & MySQL.
- Professional experience with Version Control Systems as SourceSafe, PVCS, SVN or ClearCase.
- Handling of any version of the operative systems "Microsoft Windows", "Linux" and "Solaris".
- Knowledge of modeling language UML.
- Knowledge of Software Engineering methods and standards.
- Advanced knowledge of the graphical design technology "Flash". Course of "Flash 5" in "Montejava" school (Madrid, Spain).
- Handling of "Adobe Photoshop".

PERSONAL INTERESTS

- Travelling, Sports in general, Football and sailing particularly, Gastronomy, Special interest in international environments, languages and people from other cultures.