

Victor Manuel González

Systems Engineer (BA), low-code developer with additional BA in Game Design. Basic knowledge of C#, C++ and Java. Proficient in Unreal Engine 4 Blueprints and Unity 3D. AWS Cloud Practitioner. Professional fluency in 4 languages and certified Spanish/English instructor.

PORTFOLIO WEBSITE: <https://www.vmgv-mindscapes.com/>

WORK EXPERIENCE

Growrs BV, Dongen (NL): Low-Code Developer (Trainee)

July 2024 - December 2024

Web application development with Trigger (payroll, integration with Locket and Pipedrive APIs)

Automated integration flow development with Dovetail (integration between Locket and MS Graph API, conversion from hosted .csv files to Locket payroll data)

Thetford Europe, Etten-Leur (NL): Production Line Support

July 2023 - July 2024

Final assembly of refrigerators for RV's.

Work performed as a temp employee via Carrière Uitzendbureau.

Eurofins, Breda (NL): Sample Management Support

November 2022 - January 2023

Reception, sorting and registration of non-infectious samples.

Work performed as a temp employee via Recruit a Student Uitzendbureau

B&S, Dordrecht (NL): Logistics Support (Warehouse)

August 2022 - November 2022

Order picking, stock control, pallet building and truck loading.

On-site at B&S Global Transit Center (Dry Goods).

Work performed as a temp employee via Recruit a Student Uitzendbureau.

Sticky Lock BV, Etten-Leur(NL): Game Designer.

February 2022 - June 2022

Part of the *Histera* team, a multiplayer-only arena FPS (Early Access Q1 2023, developed in Unity DOTS)

Reviewing narrative and environmental storytelling.

Level QA testing.

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WORK PERMIT STATUS

Spanish Citizen

SKILLS

Triggre

Dovetail

.NET C#

Unreal Engine 4/5

Unity 3D

C++

Photoshop

LANGUAGES

Spanish (Native)

English (C2)

Turkish (C2)

French (C2)

Dutch (B2)

German(B1)

Russian(B1)

Italian(B1)

ADDITIONAL INTERESTS

Life Sciences

Language and Linguistics

Collection and analysis of data from the Dutch Comic Con unveiling and internal gameplay tests.

History and Archaeology

Fuentes Spaans BV, Breda(NL): *Spanish as a Foreign Language Instructor*

September 2018 - February 2020

Teaching Spanish as a foreign language courses for adult learners.

Magic The Gathering

Izmir University of Economics, Izmir (TR): *Spanish Language Lecturer*

October 2008 - July 2018

Delivering Spanish as a second language lessons to undergraduate students from beginner to B1 level (elective course).

Creating additional instructional materials.

Creating and grading quizzes and exams.

Universidad Dr. Rafael Bellosó Chacín, Maracaibo (VE): *Computer Lab Assistant*

September 2003 - July 2006

On-site user support for both hardware and software issues to students and faculty using the computer labs.

FORMATION

Breda University of Applied Sciences, Breda(NL): *HBO in International Game Architecture and Design.*

September 2018 - July 2022

Universidad Dr. Rafael Bellosó Chacín, Maracaibo (VE): *BA in Computer Systems Engineering.*

September 2001 - July 2006

COURSES AND CERTIFICATIONS

Certified Triggre Ranger: *Triggre BV, Amersfoort (NL)*

2024

3D Modeling and Introduction to Animation with Maya:
(Autodesk Certified Course) Escuela Trazos, Madrid (ES)

2008

Visual Design for Digital Advertising : *Escuela Trazos, Madrid*
(Adobe Certified Course)(ES)

2007

Cambridge CELTA: *Level 5 Certificate in English Language*
Teaching for Adults.

2016

Spanish as a Foreign Language Teacher: *Joint Program*
between International House Language Schools and the
University of Barcelona.

2008

The Fundamentals of the Java Programming Language:
Cisco School Partnerships at Universidad Rafael Belloso Chacín
in Maracaibo(Venezuela)

2006