Fernando Domínguez Estévez

✉ fedomi1993@hotmail.com   ⬛ fedomi
📞 +34 690 74 81 62   in

Education

MSc | Computer Science
University of Copenhagen | 2017-2019
- Study track focused in Video Games and Machine Learning

Bachelors | Computer Science & Mathematics
Complutense University of Madrid | 2011-2017

High School | Science
I.E.S. Profesor Hernández Pacheco | 2005-2011
- Grades: 9.25 out of 10 & 12.38 out of 14

Skills

Programming Languages
Proficient
C# • C++
Experienced
Java • Python

Game Development
Engines
Unity - Proficient
Unreal Engine - Some experience
Frostbite - Some experience
Graphics
DirectX • OpenGL

Version Control
Frameworks
Git • SVN • P4V

Machine Learning
Frameworks
pytorch • tensorflow • scikit-learn keras
Algorithms
Neural Networks • Reinforcement Learning

Databases
Frameworks
SQL

General
Languages
Spanish (Native) • English (C1) • French (basic)

Experience

Electronic Arts (EA) | C++ Software Engineer
February 2022 - Today
- Frostbite | C++ Infrastructure Software Engineer

Pendulo Studios S.L. | C# Software Engineer
January 2021 - February 2022 (1 year 1 month)
- Unity | C# Generalist Software Engineer

Recreativos Franco S.A.U. | C++ Software Engineer
October 2019 - January 2021 (1 year 4 months)
- C++ Software Engineer for slot machine games

Roasted Horse | C# Software Engineer
April 2019 - September 2019 (7 months)

DADIU | C# Software Engineer
August 2018 - January 2019 (6 months)

Publications

Training Pac-Man bots using Reinforcement Learning and Case-Based Reasoning
- Fernando Dominguez Estevez, Antonio A. Sanchez-Ruiz, Pedro Pablo Gomez-Martin, 2017: "Training Pac-Man bots using reinforcement learning and case-based reasoning" *iclr* 🔗

Projects

Alfred Hitchcock - Vertigo | Available for PC and Next-Gen Consoles
2021 | Used: C#, Unity

- I am currently working on this game at Pendulo Studios, as a Generalist Programmer. Also making the Nintendo Switch version of the game.

Eros' Arrows | Available for Android
2018-2019 | Used: C#, Python, Unity

- Participated here as one of the main programmers during my time at DADIU.

Data-Driven Character Animation | MSc Thesis Project at Copenhagen University
2019 | Used: C#, Python, Unity

- Project made as my master thesis. It is based on Daniel Holden's *Phase Functioned Neural Network for Character Control* research. The goal of the thesis was to make a simplified version of such animation system so it was more applicable in a real game production.

Taining Pac-Man bots using Reinforcement Learning and Case-Based Reasoning | Bachelor Thesis Project at Complutense University of Madrid
2017 | Used: Java

- Project made as my bachelor thesis. It is a research on how to mix RL and Case-Based Reasoning algorithms to train bots that can beat Pac-Man game. This project was presented at *CoSECiVi 2017*.