

# JUAN FERNÁNDEZ ESTEBAN

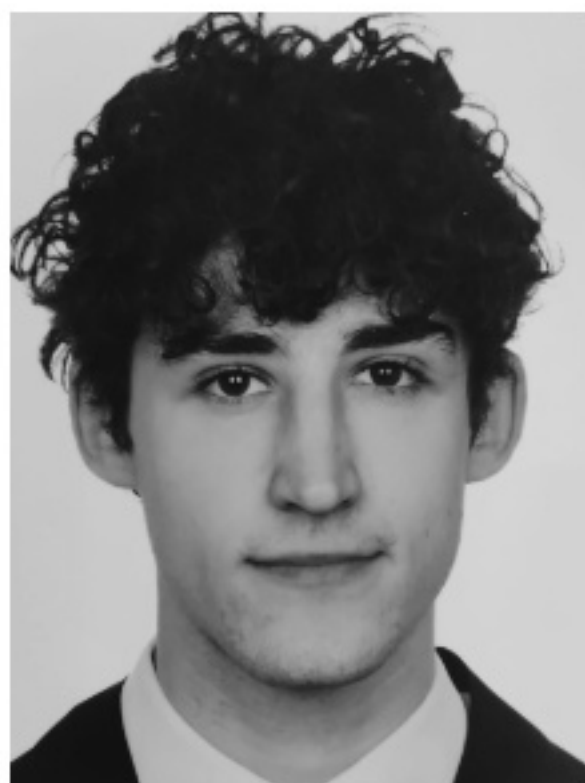
PHYSICIST AND MATHEMATICIAN

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Barcelona, Spain

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<https://github.com/pasteltogrunon/>



## OBJECTIVE

Self-taught software developer with a strong scientific background and numerous personal projects, including several video games and physical simulations. Fast learner and willing to learn.

## SKILLS

C  
C++  
C#  
Java  
JavaScript  
Python  
Lua

## LANGUAGES

Spanish | Native  
Catalan | Native  
English | Advanced.  
C1 Advanced  
German | Elementary

## EXPERIENCE

**Substitute Teacher** Feb 2019

Loreto Abat Oliba – Barcelona

- One week long physics lectures to 3 different groups.

**Indie Game Developer** Sep 2023 – Present

- Utilized Unity for coding, debugging, and optimizing game performance.
- Implemented game design concepts such as mechanics, level design, and player feedback for engaging gameplay.
- Used OOP's design patterns and developed a networking system.
- Published 2 short games on itch.io and working on a long term one.

## EDUCATION

**Physics and Mathematics** Sep 2018 – Feb 2024

Universitat de Barcelona

- 8.4/10 GPA
- B.Sc. Thesis "Probing dark matter halos by gravitational waves" with Honors.

**Bachillerato** 2016 – 2018

Loreto Abat Oliba – Barcelona

- Dual Diploma
- 13.426/14 in PAU
- 5 months in Ireland

## PROJECTS

- **Neon Pecker** on itch.io
- **Hamtem the Hamster** on itch.io
- Complete lens model of **NFW dark matter lens**
- Minecraft modding