

Javier Sánchez

Multimedia Engineering Tech Product Manger



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"Collaborating closely with software developers, designers, business and management to build robust, useful and awesome tech products".

◆ Main Skills

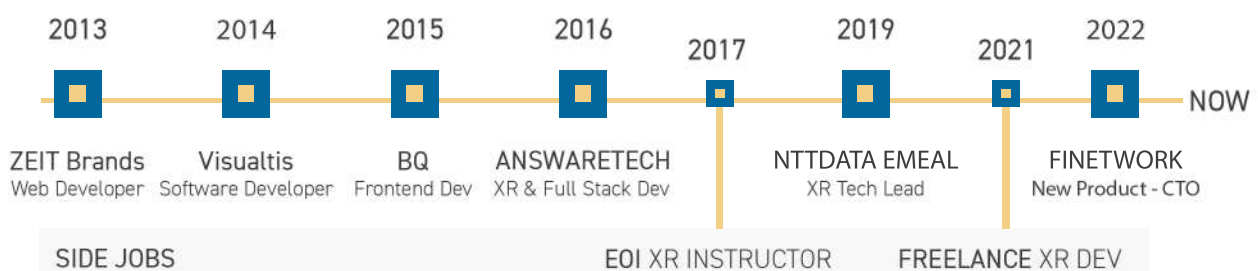
■ Management Skills

Technical Background
Planning
Team management
Assertive Communication
Initiative
Disruptive Thinking
Documentation
Management tools
(JIRA / DevOps)

■ Technical Skills

Solution architecture design
C# / JavaScript
Unity 3D
React
NodeJS
CI/CD
Azure / Google Cloud Platform
Kubernetes / Docker
UX, 2D and 3D design basics

◆ Work Experience - Summary



◆ Work Experience

FINETWORK / New Product - CTO

Finetwork trusted me to lead the development of a new product based in web and video streaming technologies. During this time, I have learned a lot about new technologies like real-time video and communication and participated in the whole creative process of a new product as a manager.

I helped establishing partnership agreements with technological providers, estimating costs, creating software architecture, developing the solution, establishing workflow and setting up cloud infrastructure.

Also, participated actively during product objectives discussions and defined the KPIs and metrics for the new product which MVP is ready at the end of April 2023.

NTTDATA EMEAL / XR Tech Lead - 2019

NTTDATA offered me the opportunity to liderate the tech team of a new VR product. I helped creating the main data architecture and API definition at the same time that I helped in the VR platform development and coordinated the development teams (frontend, backend and Unity) by managing the product backlog, agile meetings and prioritizing tasks.

Besides that, I was the main responsible of the cloud architecture built on Azure and worked on CI/CD for backend and frontend components.

During the product development, I have been in contact with stakeholders and clients to collect requisites and new functionalities that could be interesting for the application.

ANSWARETECH / XR Full-Stack Engineer - 2016

I was the first XR developer in ANSWARETECH where I developed code and coordinated company participation in the ACCEPT European Project (Augmented Reality) aimed to improve efficiency in construction sites by using new technologies like AR, in which I developed a Unity application, a frontend content platform and the backend services.

In addition, I coordinated company participation in the development XR Project: CITISIM (Mixed Reality) and collaborated in internal product VIRTEA (Virtual Reality) that wanted to help Autism Spectrum Disorder kids.

Through those years, I also setted up in the company better practices in CI/CD by the use of automatic build and deployments, creation of docker containers of applications and migration to cloud servers where I learnt to work with Kubernetes and Google Cloud Platform.

BQ / Frontend Engineer - 2015

In BQ participated in a team of 20 developers developing one product. As part of the frontend team I learnt about new frontend technologies like Web Components, Angular and Polymer.

Also, BQ was my first contact with agile methodologies, with strict sprint times and structured agile meetings.

VISUALTIS / Software Developer - 2014

During my time in VISUALTIS, I developed cross-platform mobile applications, websites, basic 3D modelling, digital design, and some research on new technologies like VR, IoT and 3D printing.

I learned a lot about how technologies work in a real case scenario and developed a lot of problem-solving skills as I worked with many different technologies.

◆ Side Jobs

| **FREELANCE/ Developer and Consultant - 2021**

I started my freelance career in 2021 to create small products and MVPs based on XR, backend and frontend technologies. I thought accepting and working in freelance projects could help me keeping up-to-date in new technologies and development tools, improving my communication with customers and planning capabilities.

| **EOI/ XR Instructor - 2017/2018**

I became a official instructor of Escuela de Organización Industrial (EOI) to prepare and teach basic principles of eXtended Reality technologies to non-technical unemployed people. Helping them creating a project following a Project Based Learning approach to help them initiating their learning path using Unity and 3D related technologies and tools.

◆ Education

| **EOI/ Executive Master in Innovation - 2015**

The executive master in innovation helped me having a more in depth knowledge about the innovation business area.

I discovered what innovation process consists in and what opportunities and public/private fundings sources can help companies and entrepreneurs help developing their products.

| **University of Alicante/ Multimedia Engineering Bachelor Degree - 2010/2014**

I discovered Multimedia Engineering degree while choosing my future career studies. I found on it a mix of computer science, design and a modern approach to IT projects development. Got the basis and core to feel ready to access the professional market with background knowledge on different multimedia disciplines.

◆ About me

I really love technological products. I feel amazed about how many opportunities technology has offered to the humanity to create new experiences and help people in so many diverse contexts. Developing a cross-functional knowledge in different areas through the years makes me think my ideal position is leading a multidisciplinary team to achieve the proposed goals of the project. Also, I love being participant during the complete process of technical product development: from idea and architecture planning to development, deployment and commercial stage.

If I have the opportunity to enjoy working while creating useful products for people and companies, that is success to me.