



Fere Blanco Rodríguez

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ABOUT ME My real name is Fernando, but everyone calls me Fere (a rare nickname with a curious story behind it).

I am a Computer Engineer and also a Graphic Design Technician. With over 20 years of experience in developing all types of training-oriented software—including flight and driving simulators, immersive learning environments (Serious Games), interactive multimedia content of all kinds, and Learning Management Systems (LMS)—I have recently ventured into the world of video game development.

I specialize in C# and Unity engine, though I've worked with many different languages, standards, and technologies. There's always room to learn something more.

My strengths include creativity, analytical skills, organization, and the smile I always wear.

I have a passion for programming, mathematics, and illustration (pencil, ink, watercolor, printmaking, digital... you name it!). Above all, I enjoy combining all these skills to create visual content.

My mind is always buzzing with new ideas, eager to take flight and explore the world.

EDUCATION AND ACADEMIC TRAINING

Technical Computer Systems Engineering

EUITIO, Oviedo University School of Technical Computer Engineering
Oviedo (Asturias, Spain)

Graphic Design Technician

IFES, Institute of Training and Social Studies
La Calzada (Asturias, Spain)

Video Game and Virtual Reality Development with Unity 3D

CRN in SW Project Development and Communication Systems
Getafe (Community of Madrid, Spain)

DIGITAL SKILLS

C#, C++, Unity, Visual Studio Code, Git, Adobe Photoshop,
Moodle, SCORM, HTML5, Angular, Javascript

LANGUAGE SKILLS

Español

Native language

Inglés

B2 level, Cambridge First Certificate

WORK EXPERIENCE

[2024] **UI Engineer**

EA Sports

www.ea.com

Madrid (Comunidad de Madrid, Spain)

Responsibilities: Design, implement and test user interface data models to receive information from the different servers, display it in the UI in the appropriate way for each screen, modify it when appropriate and update it again on the servers.

Technical skills: C++, ActionScript 3, FrostBite, Visual Studio, Perforce

[2007 – 2023] **Senior engineer / Serious Games & eLearning developer**

Indra Sistemas

indracompany.com

San Fernando de Henares (Comunidad de Madrid, Spain)

Responsibilities: Development of military flight and driving simulators, immersive learning environments, serious games and all kinds of training-oriented software. Design and development of company internal tools: automatic scenario generators, web apps for the control of multimedia content production, tools for automatic assembly and deployment of learning content. Development of templates and tools form multimedia content creation. Interface design and UX deployment.

Technical skills: C#, C++, Unity, Visual Studio Code, Git, Moodle, Adobe Photoshop, HTML5, Angular, Javascript, ActionScript 3, SCORM

[2004 – 2007] **Graphic designer / Multimedia developer**

Steel Media (Indra Sistemas subcontracted company)

San Fernando de Henares (Comunidad de Madrid, España)

Responsibilities: Vector & pixel image design, digital retouching, animation creation, screen layout. Programming of interactive exercises.

Technical skills: Adobe Photoshop, Flash, HTML, Javascript, SCORM

[2002 – 2004] **Graphic designer**

Club Deportivo Balonmano Base Oviedo (Oviedo Base Handball Sports Club)

Oviedo (Principality of Asturias, Spain)

Responsibilities: Design and printing services: dossiers, posters, cards, calendars, invitations, flyers, digital image processing for press.

Technical skills: Adobe Photoshop, Freehand, QuarkXpress.

[2001 – 2002] **Computer Services Collaboration Grant**

Universidad de Oviedo

Oviedo (Principality of Asturias, Spain)

Responsibilities: Equipment maintenance, local network maintenance, software installation and configuration, user support, Microsoft Office Suite support.

Technical skills: Windows, Microsoft Office, Hardware.