Marcos Vázquez Rey

Senior Software Engineer

I am a software engineer with over 10 years of experience, specialized in backend, games and mobile app development.

I take pride in designing clean code systems and helping technical teams succeed.

I am always looking to learn new skills and face new challenges. Take a look at some of my previous work at https://mvrey.es

Languages

Spanish – Native
English – Fluent/C1

Contact

📞 +34 651051212

✉️ marcos.vazquez.rey@gmail.com

in https://www.linkedin.com/in/mvrey/

📍 Cádiz, Spain

PROFESSIONAL EXPERIENCE

Lead App Developer / CTO
Serial Readers, Grupo Planeta (Remote) | Jul 2021 – Present

Led the development team to continue implementing interactive stories for Serialify. Prepared budgets for external clients, managed production schedules, orchestrated tech stack and formed a multidisciplinary team to reach new goals, while writing code for existing internal and external projects.

Tech stack: Unity, AWS, Lambda, RDS, PHP, Symfony, .NET
Main Skills: Team management, budgeting, decision making.

Unity Developer
Serial Readers, Grupo Planeta (Barcelona) | Jun 2019 - Mar 2025

Developed the Serialify mobile app with a small team: an interactive stories app for iOS and Android using the Unity engine.

The focus of this project is on SOLID programming principles, programming patterns and self-documenting code with unit testing.

Tech stack: Unity, AWS, Lambda, RDS, PHP, Symfony, .NET
Main Skills: dll creation, server & backend management, clean code, SOLID principles, code modularity, unit testing, agile development, AR development

Lead Unity Developer
Proximity (Barcelona) | Mar 2018 – May 2019

Developed new features and maintained a gamified fidelization mobile app for a renowned client in the fashion industry, present in both the iOS and Android stores, by using the Unity engine and the PHP framework Symfony.

Tech stack: Unity, Android Studio
Main Skills: Android development and publishing, iOS development and publishing, geolocation technologies, client mediation.

Unity Developer
Hikaru Agency (Valencia) | Oct 2017 – Mar 2018

Developed a VR port of an educational game (Monité in Raining Planet) on Android and Samsung Gear VR using Unity3D.

Tech stack: Unity, Blender, Android Studio.
Main skills: VR development, mobile debugging.

Backend Web Developer
TeamCMP (Barcelona) | Jun 2012 – Aug 2015

Developed new features and maintained a video streaming site working in an Apache, PHP & MySQL environment. Developed a custom CMS for said site.

Worked with writers and publishers in an online magazine running a highly customized wordpress, developed for SEO purposes.

Tech stack: PHP, SQL, Javascript, Jquery, Apache, Varnish, Wordpress, Linux.
Main skills: Linux server management, SCRUM & Agile.

EDUCATION

HND in Game Programming
ESAT Valencia | 2014 – 2017

Some highlights of this degree include computational geometry theory, networking, graphics engine development, game design, technical art, low-level code optimization, artificial intelligence systems and project management.

Technical Engineering in Software Development
Universidade da Coruña | 2003 – 2007

Some highlights of this degree include electronic engineering fundamentals, algorithms, networking, parallel computation, operating system design, software architecture and database engine design.

OTHER SKILLS

Source control
Git, SVN, Perforce, github & gitlab organization management, code branch organization & best practices.

Programming languages
C#, Python, C++, SQL, Java, OpenGL.

Databases
MySQL, PostgreSQL, SQL Server, database management.

CI/CD & Automation
Docker, github actions, n8n

AI tools & Methodologies
RAG, Prompt engineering, Copilot, Cursor IDE.

Game engines
Unity, Unreal Engine, pygame.

Web development
HTML5, CSS3, Javascript, Jquery, PHP, Symfony, API REST.

Misc
Multithreading development, software design patterns, software architecture patterns, networking.

Soft skills
Team player, excelent communication skills, passion for learning.