# Universidad Rey Juan Carlos

# REY JUAN CARLOS UNIVERSITY

# PERSONAL ACADEMIC CERTIFICATE

## STUDENT DATA:

Name and Surname:  ANTONIO JAVIER ESPINOSA GARCÍA
Fiscal Identification Number: 77660277H

## ENTRANCE DATA

University Entrance: Entrance Examination University-.
Attained in: 2013-14-J
Entrance Mark: 6.566
Final Mark: 6.566
University: UNIVERSIDAD DE MALAGA

## DEGREE DATA:

Centre: Escuela Técnica Superior de Ingeniería Informática
Teaching: Undergraduate
Curriculum: (2265) - DEGREE IN DESIGN AND DEVELOPMENT OF VIDEO GAMES (MADRID)
Date of publication in BOE: October 18, 2014
Branch: Engineering and Architecture
Academic Record: 213

Ms.: Pilar Trinidad Núñez, Secretary of this university, certifies that the student above-mentioned  has enrolled in the academic year  in the following subjects:

SUMMARY OF SUBJECTS IN ACADEMIC RECORD:

| | SUBJECTS ENROLLED IN AND WITH DEFINITIVE MARKS: | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Code | Subject | Cred | Sem | Typ | Year | F.e. | Sess | Mark | |
| COURSE 1 | | | | | | | | | |
| 2265001 | DIGITAL DESIGN 2D | 6 | 1Q | B | 19-20 | 1 | E | EXCELLENT A | 9.26 |
| 2265002 | PHYSICS FOR VIDEO GAMES | 6 | 1Q | T | 19-20 | 1 | E | OUTSTANDING B | 7.33 |
| 2265003 | DISCRETE MATHEMATICS | 6 | 1Q | T | 19-20 | 1 | E | OUTSTANDING B | 7.40 |
| 2265004 | NARRATION, SCRIPT, AND STORY BOARD | 6 | 1Q | T | 19-20 | 2 | J | PASS C | 6.30 |
| 2265004 | NARRATION, SCRIPT, AND STORY BOARD | 6 | 1Q | T | 19-20 | 1 | E | FAIL F | 1.10 |
| 2265005 | VISUAL PROGRAMMING | 6 | 1Q | T | 19-20 | 1 | E | OUTSTANDING B | 7.70 |
| 2265006 | DIGITAL DESIGN 3D | 6 | 2Q | B | 19-20 | 1 | M | WITH HONOURS | 10.00 |
| 2265007 | DATA STRUCTURES | 6 | 2Q | B | 19-20 | 1 | M | OUTSTANDING B | 8.67 |
| 2265008 | FUNDAMENTALS OF DESIGN AND PLAYABILITY | 3 | 2Q | B | 19-20 | 1 | M | PASS C | 6.80 |
| 2265009 | GEOMETRIC MODELING | 6 | 2Q | T | 19-20 | 1 | M | WITH HONOURS | 9.20 |
| 2265010 | MULTIMEDIA | 3 | 2Q | B | 19-20 | 1 | M | OUTSTANDING B | 8.10 |
| 2265011 | PROFESSIONAL ETHICS AND EQUALITY | 6 | 2Q | T | 19-20 | 1 | M | OUTSTANDING B | 7.80 |
| COURSE 2 | | | | | | | | | |
| 2265012 | DATA BASES | 6 | 1Q | B | 20-21 | 1 | E | PASS C | 6.79 |
| 2265013 | ARTISTIC DRAWING | 3 | 1Q | B | 20-21 | 1 | E | OUTSTANDING B | 8.78 |
| 2265014 | STATISTICS | 6 | 1Q | T | 20-21 | 1 | E | EXCELLENT A | 9.45 |
| 2265015 | FUNDAMENTALS OF VIDEO GAME TECHNOLOGY | 3 | 1Q | B | 20-21 | 1 | E | OUTSTANDING B | 8.90 |
| 2265016 | GRAPHIC INFORMATICS | 6 | 1Q | B | 20-21 | 1 | E | WITH HONOURS | 10.00 |
| 2265017 | ADVANCED PROGRAMMING | 6 | 1Q | B | 20-21 | 1 | E | WITH HONOURS | 9.65 |
| 2265018 | GRAPHIC ARCHITECTURE | 6 | 2Q | B | 20-21 | 1 | M | WITH HONOURS | 9.60 |
| 2265019 | BUSINESS AND VIDEO GAMES | 6 | 2Q | T | 20-21 | 1 | M | OUTSTANDING B | 8.87 |
| 2265020 | INTRODUCTION TO MATHEMATIC AND NUMERICAL METHODS | 6 | 2Q | T | 20-21 | 1 | M | OUTSTANDING B | 7.60 |
| 2265021 | PROCESS OF VIDEO GAME DEVELOPMENT | 6 | 2Q | B | 20-21 | 1 | M | OUTSTANDING B | 7.71 |
| COURSE 3 | | | | | | | | | |
| 2265023 | 3D ANIMATION | 6 | 2Q | O | 21-22 | 1 | M | WITH HONOURS | 10.00 |
| 2265024 | DEVELOPMENT OF GAMES WITH ARTIFICIAL INTELLIGENCE | 6 | 1Q | B | 21-22 | 1 | E | OUTSTANDING B | 7.30 |
| 2265025 | VIDEO GAME ENGINEERING | 3 | 1Q | B | 21-22 | 1 | E | OUTSTANDING B | 7.90 |
| 2265026 | PERSON-MACHINE INTERACTION AND USABILITY | 6 | 1Q | B | 21-22 | 1 | E | EXCELLENT A | 9.70 |
| 2265027 | GAMES ON INTERNET | 6 | 1Q | B | 21-22 | 1 | E | PASS C | 6.92 |
| 2265028 | AUDIOVISUAL LANGUAGE AND INTERACTIVE MEDIA | 3 | 1Q | B | 21-22 | 1 | E | OUTSTANDING B | 8.40 |
| 2265029 | ALGORITHMS FOR GAMES | 6 | 2Q | B | 21-22 | 1 | M | PASS C | 6.95 |

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Fiscal Identification Number: 77660277H

### SUBJECTS ENROLLED IN AND WITH DEFINITIVE MARKS:

| Code | Subject | Cred | Sem | Typ | Year | F.e. | Sess | Mark | |
|---|---|---|---|---|---|---|---|---|---|
| 2265030 | MULTI-PLAYER ENVIRONMENTS | 6 | 2Q | B | 21-22 | 1 | M | EXCELLENT A | 9.00 |
| 2265031 | DATA MANAGEMENT IN DIGITAL MEDIA | 6 | 2Q | B | 21-22 | 1 | M | WITH HONOURS | 9.10 |
| 2265032 | CHARACTERS AND SETTINGS | 3 | 2Q | B | 21-22 | 1 | M | WITH HONOURS | 9.75 |
| 2265033 | ADVANCED GRAPHIC PROCESSORS | 6 | 1Q | B | 21-22 | 1 | E | OUTSTANDING B | 7.86 |
| 2265034 | SOUND AND MUSIC FOR VIDEO GAMES | 3 | 2Q | B | 21-22 | 1 | M | OUTSTANDING B | 8.10 |
| COURSE 4 | | | | | | | | | |
| 2265035 | CHARACTER BEHAVIOR | 3 | 1Q | B | 22-23 | 1 | E | WITH HONOURS | 10.00 |
| 2265036 | PROJECT MANAGEMENT AND DIRECTION | 6 | 1Q | O | 22-23 | 1 | E | OUTSTANDING B | 7.50 |
| 2265037 | VISUAL DESIGN AND FINAL ARTWORK | 3 | 1Q | B | 22-23 | 1 | E | EXCELLENT A | 9.60 |
| 2265038 | GAMES FOR WEB AND SOCIAL NETWORKS | 6 | 1Q | O | 22-23 | 1 | E | EXCELLENT A | 9.71 |
| 2265039 | APP DEVELOPMENT FOR MOBILE DEVICES | 6 | 1Q | O | 22-23 | 2 | J | OUTSTANDING B | 7.70 |
| 2265039 | APP DEVELOPMENT FOR MOBILE DEVICES | 6 | 1Q | O | 22-23 | 1 | E | FAIL F | 3.00 |
| 2265040 | RECOGNITION OF ACADEMIC CREDITS | 6 | I | B | 22-23 | 1 | J | RECOGNITION | 8.56 |
| 2265041 | INTERNSHIPS | 15 | E | B | 22-23 | 1 | J | EXCELLENT A | 10.00 |
| 2265042 | END OF DEGREE PROJECT | 15 | I | B | 22-23 | 1 | JL | WITH HONOURS | 10.00 |

### SUBJECTS RECOGNIZED

| Code | Subject | Cred | Typ | Year | C. | Sess | Mark | |
|---|---|---|---|---|---|---|---|---|
| 2265022 | MODERN LANGUAGE | 6 | T | 20-21 | 2 | E | EXCELLENT A | 9.00 |

### PROJECT DATA

Project Name:IMPLEMENTACIÓN DE ALGORITMOS PARA RENDER DE PELO EN TIEMPO REAL PARA ENTORNOS WEB
Project date:19-JUL-23
Defense language: Spanish

**AVERAGE MARK ON ACADEMIC RECORD: 8.65**

### STUDENT ACHIEVEMENTS

**STUDENT ACHIEVEMENTS**

| Examination Period | Students Academic Achievement |
|---|---|
| JL /2022-23 | GRADUADO EN DISEÑO Y DESARROLLO DE VIDEOJUEGOS |

## SUMMARY OF CREDITS

| Type of subject | | Required Credits | Achieved Credits | Pending credits | Credits enrolled in |
|---|---|---|---|---|---|
| COMPULSORY | (B) | 156.00 | 156.00 | 0.00 | 0.00 |
| CORE | (T) | 60.00 | 60.00 | 0.00 | 0.00 |
| OPTATIVE | (O) | 24.00 | 24.00 | 0.00 | 0.00 |

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Name and Surname:  ANTONIO JAVIER ESPINOSA GARCÍA
Fiscal Identification Number: 77660277H

It is hereby certified that, and at the request of the interested party, this certification is issued with the seal of approval of the Secretary, on December 30th, 2023.

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Signature: The Secretary                         .                                             .

LEGEND

Subjects with "M" was taken in "Erasmus" program (Mobility Programm).
Sess. "E" corresponds to January.
Sess. "M" corresponds to May.
Sess. "J" corresponds to June.
Sess. "SEX" corresponds to Extraordinary convocatory in September.
Typ. "B" corresponds to Compulsory; "T" corresponds with Core; "O" corresponds with Optional
Semester: 1Q (first semester exam), 2Q (second semester exam), A (annual exam), I (indefinite examination session), E (internships indefinite examination session).
Cred: Credits; Typ: Type of subjet; Sess.: Session; F.e: Fail Examination

You can validate the academic certificate from the student Antonio Espinosa Garcia in the following link https://sede.urjc.es/verifica adding the verification code that appears on the side.