



# Juan Manuel Lozano Panadero

Award-winner developer with 7 Awards in the videogame industry from Blasphemous. Expert in the emerging technology of decentralized cloud (blockchain).

## Hard Skills

Linux Bash Python Scrum GIT  
Docker CI/CD Blockchain C#

## Languages

Spanish Native  
English High (C1)

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## Work Experience

07/2018 – Present  
Villamartín, Spain

### Founder & Developer Blacknet Software

Implementing, operating and maintaining a decentralized cloud based in blockchain technology, providing service to web 3.0 applications.

- Linux administration.
- Server-side scripting with bash and python.
- API Rest.
- CI/CD and TDD Methodologies.
- VPN, Networking, Troubleshooting.
- Implementation of software and cloud architecture.

03/2016 – 07/2018  
Sevilla, Spain

### Unity C# Programmer The Game Kitchen

Design and implementation of the legendary Blasphemous, winner of 7 awards and recognized as one of the biggest indie projects in Spain and in the world.

- Implementing the technical foundation of Blasphemous from the ground up.
- Programming in C#/Unity (Android, iOS) for The Last Door: Season 2.
- Programming in C#/Unity (PC) for Blasphemous.
- Agile methodology with Scrum and GIT.

## Education

09/2014 – 06/2016  
Ubrique, Spain

### Higher Technician in Web Development IES. Nstra. Sra. de los Remedios