

EMANUEL REDONDO

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WORK EXPERIENCE

San Diego Studio

Sony Interactive Entertainment

Junior Graphics Programmer

Oct 2022 - Oct 2023

- Contributed to in-game tools suite for MLB The Show 2023 across multiple platforms (XBOX, Playstation, PC, Nintendo Switch)
- Worked closely with programming teams to develop new tools based on artist and programmer requests to help teams deliver on product initiatives
- Supported and extended existing code base to make tools more intuitive, ensuring teams can work quickly and effectively
- Worked with multi-disciplinary team to establish clear understanding for all team members of current state of tools as well as upcoming changes to tools suite
- 1 Shipped AAA title (MLB The Show 23)

PERSONAL EXPERIENCE

- Executed full SDLC for a C++ OpenGL real-time mesh-viewer
- Numerous demos showcasing use of various graphics effects (normal, parallax, Phong lighting, PBR)
- Developed application in python for creating and organizing sales data for online businesses

EDUCATION

University of California Riverside
B.S. Computer Engineering
Sept 2016 - Aug 2021

SOFTWARE

- C++
- C
- PYTHON
- VISUAL STUDIO C++
- GITHUB
- PERFORCE
- JIRA
- OPENGL
- GLSL
- VS CODE
- IMGUI

SKILLS

- CODE ANALYSIS
- DEBUGGING
- USER CENTERED DESIGN
- TEST DRIVEN DEVELOPMENT
- PERFORMANCE ANALYSIS
- SCRUM
- 3D Math
- CI/CD
- OBJECT ORIENTED PROGRAMMING