

EMANUEL REDONDO



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[GITHUB ACCOUNT](#)



[MY WEBSITE](#)

SUMMARY

Recent B.S. graduate with with a specialization in computer engineering. I am Detail-oriented, with experience developing software for embedded technology, computer graphics, and video games. Seeking to leverage first-hand experience with graphics programming to become a more established computer engineer.

OBJECTIVE STATEMENT

To obtain a position in computer graphics where I can grow and learn from some of the best in industry. Additionally, to obtain real world professional experience building cutting edge, real-time graphics applications.

COURSE EXPERIENCE

- ❖ Executed full SDLC for a C++ OpenGL real-time mesh-viewer.
Link: <https://github.com/Ejngineer/MeshViewer>
- ❖ Created fully functional 2D shoot'em up using the Unity game engine in C# spanning a 3 month period for Senior-Design project
- ❖ Numerous demos showcasing use of various graphics effects (normal, parallax, shadow mapping, Phong lighting, PBR, etc)
- ❖ Created and currently hosting a website serving as my portfolio.
Link: <https://ejngineer.github.io/GraphicsWebsite/>
- ❖ Obtained advanced knowledge of modern C++ (C++11, C++17, C++20) and Object oriented Design
- ❖ Obtained in-depth understanding of agile methodologies such as scrum and kanban as well extensive experience with version control tools such as GIT
- ❖ Obtained in-depth knowledge and experience with software design patterns (Factory, Singleton, Bridge, Prototype, etc.)
- ❖ Extensive knowledge of 3D mathematics and linear algebra (vector, matrix arithmetic, Transforms, PBR mathematics, etc)
- ❖ Developed application in python for creating and organizing sales data for online businesses

EDUCATION

UNIVERSITY OF CALIFORNIA RIVERSIDE

COMPUTER ENGINEERING

RIVERSIDE, CA

Sept 2016—Aug 2021 (BS)

RELEVANT COURSEWORK

- GAME DEVELOPMENT SR DESIGN
- CS130 COMPUTER GRAPHICS
- CS141 ALGORITHMS

TECHNICAL SKILLS



C/C++



C#



PYTHON



VISUAL STUDIO C++



GITHUB



OPENGL



GLSL



DIRECTX



HLSL



VISUAL STUDIO CODE

SOFT SKILLS

PROBLEM-SOLVING
SOFTWARE DESIGN
PRESSURE MANAGEMENT
TEAMWORK
CREATIVITY
STRUCTURAL ANALYSIS
WRITTEN COMMUNICATION
VERBAL COMMUNICATION
ATTENTION TO DETAIL