

# 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/mesh\\_viewer](https://github.com/Ejngineer/mesh_viewer)
- ❖ 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)

## 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