



Javier Guinot Almenar

Videogame programmer

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<https://github.com/GitJVGuinot>

EDUCATION

HND in Videogame Programming
Escuela Superior de Arte y Tecnología
(ESAT)
2021 –2024

**Scientific and Technical
Baccalaureate**
IES Berenguer Dalmau

SKILLS

- Unreal Engine 5
- Unity
- C, C++, C#
- Perforce, GitHub
- OpenGL, Vulkan API
- Visual Studio, VS Code

SOFT SKILLS

- Team Work
- Adaptability
- Effective Communication
- Attention to Detail
- Critical Thinking
- Time Management

LANGUAGES

- English - Medium
- Spanish - Native

PROFESSIONAL PROFILE

I am a videogame programmer graduated from ESAT, with experience in developing projects, using tools like Unreal Engine, Unity, OpenGL and Vulkan. Passionate about video game development and new algorithms.

PROJECTS

FLUID SIMULATION (WATER)

SEPTEMBER 2023 – JULY 2024

Academic project made during the last year of the degree course.

To make it I also made an acceleration system to search near particles.

- Developed using a own OpenGL Engine
- Published on Github:

GRAPHIC ENGINE OPENGL - C++

SEPTEMBER 2023 – MAY 2024

Graphic engine realised during the academic year by a team of three programmers.

- Made with OpenGL and C++.
- Uses Conan, Premake and Visual Studio 19.
- Published on GitHub: <https://github.com/GitJVGuinot/OpenGL-Graphic-Engine>

IA GPU AUTOMATA

JANUARY 2024 – MAY 2024

Implementation of cellular automata optimised to run on graphics processing units (GPUs). Realised during the academic year by a team of three programmers.

- Made with C++.
- Uses Visual Studio 19.
- Published on GitHub: <https://github.com/GitJVGuinot/GPU-Automata>

SDL SOLAR SYSTEM

JANUARY 2023 – MAY 2023

Simulation of a small solar system. Realised during the academic year by a team of two programmers.

- Created using the Simple DirectMedia Layer (SDL) library.
- Uses Visual Studio 19.
- Published on GitHub: <https://github.com/GitJVGuinot/SDL-Solar-Sistem>