

# Javier Gimenez

## Game Engine / Tools Programmer

I am a senior student at Digipen Institute of Technology Bilbao. I worked always in the technical side of the development, and therefore, I have experience with C++, Multi-Threading, Architecture design, OpenGL, and some others. I am looking forward to a position related to engine, graphics or tools development.



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## EDUCATION

### B. S. Computer Science in Realtime Simulation

Digipen Institute of Technology Bilbao

2016 - 2020

## GAME PROJECTS

### Tools Programmer

#### Quest 4 Papa - Unreal Engine 4

2019 - 2020

- Tool plugin for automatic dungeon generation in UE4
- Art integration, material and post-process shaders development
- General programming as interaction with player and basic UI

### Engine Programmer

#### Seed Quest - Custom Engine C++

2018 - 2019

- Component based 3D engine from scratch in C++
- Custom parser for component automation creation, similar to UE4
- Deferred graphics pipeline with post-process effects
- In engine node base behaviour-tree tool

### Engine Programmer

#### Jera - Custom Engine C++ (Published on Steam) [🔗](#)

2017 - 2018

- Component based 2D engine from scratch in C++
- Forward graphics pipeline, with sprite 3D lighting interaction
- Physics engine and automatic tilemap tool
- General programming as enemy AI or collectible system

## AWARDS

### 2019 DreamHack Winter Student Game Showcase

*Featured Game*

### 2019 Indie Prize London

*Selected*

### 2018 The Game Awards

*Finalist, Best Student Game*

### 2018 Gamelab Barcelona

*Winner, Best University Game*

## SKILLS

C++



C



C#



GLSL



Python



Git



## CERTIFICATES

(CAE) Cambridge Advanced C1

## PERSONAL PROJECTS

### 3D Graphics Framework

*PBR deferred and forward shading, SSR / SSAO / FXAA*

### 3D Animation Framework

*Bezier/Hermite/Catmull curves and CCD/FABRIK IK solver*

### 2D Rotation Physics Framework

*Inertia computation / polygon solver / quadtrees*

### 2D Driving AI with Deep Neural Networks

*Cuda with Tensorflow / DQN Learning*

### Call of Duty Zombie Maps

*Old Radiant Toolset and lots of love*

## LANGUAGES

English

*Full Professional Proficiency*

Spanish

*Native or Bilingual Proficiency*

Catalan

*Native or Bilingual Proficiency*