Javier Gimenez
Game Engine 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#   Python   GLSL
OpenGL   Git   Unreal Engine 4
Unity   Visual Studio   Trello

CERTIFICATES

(CAE) Cambridge Advanced C1

PERSONAL PROJECTS

3D Graphics Engine
PBR deferred and forward shading, SSR / SSAO / FXAA

3D Animation Framework
Bezier/Hermite/Catmull curves and CCD/FABRIK IK solver

2D Rotational Physics Framework
Inertia computation / Polygon solver / Quadtrees

2D Driving AI with Deep Neural Networks
Cuda with Tensorflow / DQN Learning

Custom C++ Parser for Game Engine
Tokenizer / Expression Graphs / Code generation

P2P Simple File Sharing application
Networking / TCP / UDP / Multithreading / Client-Server

Portfolio Website
HTML5 / CSS / Bootstrap 4

Call of Duty Zombie Custom Maps
Old Radiant Toolset and lots of love

LANGUAGES

English
Full Professional Proficiency

Spanish
Native or Bilingual Proficiency

Catalan
Native or Bilingual Proficiency