

Javier Gimenez

Game Engine Programmer

I am a senior student at Digipen Institute of Technology Bilbao. I have always worked 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 Real-Time Simulation Digipen Institute of Technology Bilbao

2016 - 2020

STUDENT GAME PROJECTS

Tools Programmer

Quest 4 Papa - Unreal Engine 4

2019 - 2020

- Created a tool plugin for automatic dungeon generation in UE4
- Worked on integrating the art, material and post-process shaders
- Did some general programming as player interactions or minimap UI

Engine Programmer

Seed Quest - Custom Engine C++

2018 - 2019

- Created a component based 3D engine from scratch in C++
- Developed a custom parser for code automation, similar to UE4
- Created a deferred graphics pipeline with post-process effects
- Design and implemented a node base behaviour-tree tool

Engine Programmer

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

2017 - 2018

- Created a component based 2D engine from scratch in C++
- Implemented a forward graphics pipeline, with sprite 3D lighting
- Developed a physics engine and an automatic tilemap tool
- Did some 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

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 / Quadrees

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

CERTIFICATES

(CAE) Cambridge Advanced C1