

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.

✉ jabilax@gmail.com

📍 Miranda de Ebro, Spain

in linkedin.com/in/jabilax

📞 (+34) 672-691-656

🌐 jabilax.github.io/portfolio

🐦 @the_jabilax

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