

Portfolio: javierdega.github.io | <https://github.com/JavierDega>
javierillo20122012@gmail.com | (+34) 628889646

Javier Dieguez

Programmer

Self motivated developer with experience working in large scale teams across the globe to deliver AAA products. I have keen interest in systems such as physics, AI and treatment of motion capture data.

Professional

Climax Studios - Programmer (May 2019 - Present)

As a generalist coder I've worked on 3 different codevelopment feature teams. UE4 C++.

Returnal - Online team (May 2019 - June 2020): As part of the online team I wrote netcode for the co-op multiplayer mode. This was often about receiving new features and adapting them for multiplayer with the help of UE4's replication graph.

Destruction All Stars - Accessibility team (July - October 2020): As part of the small codev team we came late into development of DAS to scope some key features the game would need to fulfill the client's expectations of accessibility.

Returnal - Accessibility team (October 2020 - Present): Another small codev team whose purpose is to add support for a series of options to make the game more accessible for all audiences.

Personal Projects

PiP Physics: [2D Physics solver](#)

A physics solver I support for research and fun. An unique feature is the ability to switch between fixed and floating point decimal representations, as I wanted to compare the determinism and reduced accuracy of fixed point compared with the usual floats.

University highlights

Dissertation: [3D Physics Solver](#)

[3D solver](#) for Spheres, AABBs and OBBs, implementing SAT, space subdivision, and impulse based collision response.

Homebrew dev: Using the amazing [devkitpro](#) toolchain, I developed some sample games for Wii and GBA.

[Gameboy Advance](#) : [Puzzle bobble clone](#) using C and ARM assembly THUMB2 mode.

[Wii](#) : 3D C++ [pool game](#) using motion controls.

Technical (Tools, APIs)

C, C++, C#, Java, ARM Assembly, GNU Make, Batch scripting, Bash, Unity, UE4, Git, Perforce, Plastic, HTML, CSS

Education

Bachillerato Tecnológico. IES As Lagoas (Ourense, Spain). 2014-2016.

BSc Computer Games Technology (University of Portsmouth, September 2016 - July 2019): Upper 2nd class honours.

Hobbies

Coding things that interest me. Dance is otherwise my main hobby, I also play instruments (mainly drums), game and watch The Walking Dead. Lately I've been playing with motion capture data at home using some Xbox One Kinects adapted for PC.