# JORDI GIL GONZÁLEZ

**Proud Geek**

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## EXPERIENCE

### Lead Gameplay Programmer / Engine Programmer
**Penteract Studios**

📅 February 2021 – On-going  📍 Barcelona, Catalunya, España

- Common tasks
  - Pull Request reviews
- Engine tasks
  - Engine UI design
  - FBX animation importer using Assimp (Open Asset Import Library)
  - Skinning algorithm CPU and GPU
  - Shadow Mapping and Cascade Shadow Mapping
  - DLL Hot-reloading system and Expose members from C++ Scripts to Engine
- Gameplay tasks
  - Team management
  - Level building (set the props in the location decided by the Design Team)
  - Support and follow-up from all programmers of the gameplay team
- Detailed achievements
  - Good Knowledge of C++
  - Good Knowledge about Life Cycle of Game Development

### Junior Analyst
**Minsait**

📅 July 2018 – On-going  📍 Barcelona, Catalunya, España

- Application of transformation processes and data loading with PL/SQL.
- Data reporting and visualization using Microstrategy.
- Use of the Oracle Apex tool for the management of master tables.
- Detailed achievements:
  - Functional knowledge of university business
  - Good Knowledge in PL/SQL

### Instructor
**International Krav Maga Federation**

📅 October 2019 – Ongoing  📍 Barcelona, Catalunya, España

- Graduate Level I by IKMF
- Engaged students in private lessons to improve upon skills.
- Provided consultations on an individual basis upon request
- Evaluated student performance to determine promotion in rank

## STRENGTHS

Hard-worker   Motivator & Leader
Decision maker   Strategic thinker
Quick Learn Capability

## LANGUAGES

| | |
|---|---|
| **Spanish** | ●●●●● |
| **Catalan** | ●●●●● |
| **English** | ●●●○○ |

## PROGRAMMING LANGUAGES

| | |
|---|---|
| **C++** | ●●●●○ |
| **C** | ●●●●○ |
| **PL\SQL** | ●●●●○ |
| **OpenGL - API** | ●●●○○ |
| **Java** | ●●●○○ |
| **Python** | ●●○○○ |

LaTeX   Shell Scripting

## TOOLS

| | |
|---|---|
| **MS Office** | ●●●●○ |
| **git** | ●●●○○ |
| **Unity** | ●●●○○ |
| **Unreal Engine** | ●●○○○ |
| **RenderDoc** | ●●○○○ |
| **VTune Profiler** | ●○○○○ |
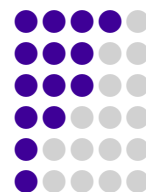
## EDUCATION

### M.S. in Advanced Programming for AAA Video Games
**Universitat Politècnica de Catalunya - UPC BarcelonaTech - Talent School**

📅 October 2020 - November 2021

### B.S. in Computer Science
**Universitat Politècnica de Catalunya - UPC BarcelonaTech**

📅 September 2014 – April 2020

### Civilian Instructor Course
**International Krav Maga Federation - IKMF**

📅 September 2019 – October 2019

# RELEVANT PROJECTS

### Penteract (in development)

- Game developed in C++ using Tesseract Engine (in house engine)
- ⊙ https://github.com/PenteractStudios/Penteract

### Tesseract (in development)

- Game Engine developed in C++
- ⊙ https://github.com/PenteractStudios/Tesseract

### Path Tracer

- Implemented in C++ for my Bachelor Degree Thesis
- ⊙ https://github.com/Jordi-Gil/Path-Tracer

# INTEREST

### Develop 3D applications

- High motivation to learn to develop 3D applications (e.g. video games, game engines, medical applications, architectural applications, design, etc.).

# COURSES

## Introduction to Android - JEDI Academy

**Universitat Politècnica de Catalunya - UPC BarcelonaTech**

📅 February 2016 – February 2016

- Introduction to the development of applications in the Android operating system.

## Introduction to the development of games with Unity3D - VGAFIB

**Universitat Politècnica de Catalunya - UPC BarcelonaTech**

📅 June 2016 – June 2016

- In this course you will start developing video games with Unity3D.

## Design and 3D printing - JEDI Academy

**Universitat Politècnica de Catalunya - UPC BarcelonaTech**

📅 February 2017 – February 2017

- Introduction to 3D model design and 3D printing.