

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

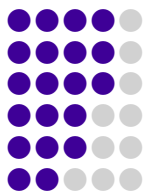
LANGUAGES

Spanish
Catalan
English



PROGRAMMING LANGUAGES

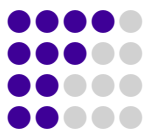
C++
C
PL/SQL
OpenGL - API
Java
Python



LaTeX Shell Scripting

TOOLS

MS Office
Unity
Unreal Engine
Apex (Oracle)



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


Pentercat (in development)

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

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.