Jorge Mota

in /jojomota
⌂ jorgefranciscomota@gmail.com
○ /k1llbyte
⊕ gh.killbyte.dev

Education

University of Minho   2017 – 2023
Integrated Master's Degree in Computer Engineering   *Braga, Portugal*

> Specialized in Cryptography and Computer Graphics
> Master Thesis High Performance Fourier Transforms on GPUs

Experience

Crytek   Mar. 2023 – Present
Engine Programmer   *Remote*

> Participated in maintaining and evolving CryEngine, with contributions made to the development of Hunt: Showdown.
> Contributed to various engine subsystems including the Entity System, Visual Scripting, Sandbox Tools/Editors, and Rendering components.

LVEngine   Jun. 2018 – Jul. 2018
Summer Internship   *Porto, Portugal*

> Developed a recommendation engine service focusing on predicting correlations between products and users, determining product similarity, and employing hybrid methodologies.

Projects

Computer Graphics

> Kazan Engine A Vulkan powered graphics engine written in C++ designed to delve into the intricacies of graphics and game engine architecture.
> Path Tracer A multithreaded path tracer written in C++ from scratch.
> CG Project 3D Rendering Engine written in C++ with OpenGL/FreeGLUT.
> Computer Vision and Post proccessing Canny edge detector, Kernel Convolution algorithms, and object detection.

Services

> Adotie A Mobile App for animal adoption made with a backend written in Rust with actix-web.
> TicketNow Ticket Selling app using Python Flask and Xamarim.
> Eduasis A resource sharing educational platform using ExpressJS and MongoDB.
> Read2Be A Book management WebApp made with a backend written in ExpressJS with MongoDB.

Other

> Anonymous Gateway A protocol that enables safe anonymous comunication between peers through an overlay network, inspired by TOR.
> Pepperoni A terminal based distributed P2P network chat application with dynamic peer discovery.
> Traffic Signs Classifier A lightweight convolution neural network for trafic signs classification using Tensorflow.

Skills

Programming C++, C, Rust, Python, GLSL/HLSL, Vulkan, CUDA
Software Linux, Git, Perforce, Renderdoc, Superliminal profiler
Languages English, Portuguese