

Jorge Mota

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Education

University of Minho

Integrated Master's Degree in Computer Engineering

2017 – 2023
Braga, Portugal

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

Experience

Crytek

Engine Programmer

Mar. 2023 – Present
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, and Rendering components.

LVEngine

Summer Internship

Jun. 2018 – Jul. 2018
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 processing some algorithms written in Matlab.

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 communication between peers through an overlay network, inspired by TOR.
- › Pepperoni A terminal based P2P chat application with dynamic peer discovery.

Skills

Programming C++, C, Rust, Python, GLSL/HLSL, Vulkan, CUDA

Languages English, Portuguese