



Joan Ramos Refusta

Software Engineer,
3D Computer Graphics

- Barcelona (Spain), June 5, 1997
- jrefusta@gmail.com
- +34 663 648 160
- Barcelona, El Masnou (08320)

Social

- github.com/jrefusta
- jrefusta.itch.io

Languages

- Spanish Native
- Catalan Native
- English Fluent oral and written

Skills

Soft Skills

- Proactivity and enthusiasm
- Adaptability and Problem Solving
- Teamwork

Language Proficiency

- Javascript and TypeScript
- OpenGL (WebGL, Three.js)
- C#, C++, C
- Python and other scripting languages

Other

- Graphic Engines
- Blender
- PhotoShop
- Driving License

About me

I'm based in Barcelona and have a strong passion for graphics programming and the video game industry. I'm eager to continue learning and developing my skills in these fields. I have a degree in Computer Engineering with a specialization in Computation from the Facultat d'Informàtica de Barcelona (FIB), UPC.

I have professional experience in graphics fields such as Three.js, a library that uses WebGL to display animated 3D computer graphics through a web browser. Additionally, I have self-taught experience in fields such as Unity, Unreal Engine 5, Blender and shader programming.

I'm excited to pursue a career in the video game industry or 3D graphic programming and contribute to challenging projects where I can learn and grow.

Education

Summer 2021	Bachelor's degree in Informatics Engineering, Mention in Computation	Universitat Politècnica de Catalunya
	I have specialized in areas such as graphics programming, artificial intelligence, computational geometry, shaders, and video games.	

Professional Experience

August 2022 -	Junior 3D Frontend Developer	NOMOKO A.G.
	At Nomoko, I created projections of 3D models onto a Map using MapBox GL JS, and implemented visual effects using WebGL shaders and Three.js. Additionally I learned experience with React and TypeScript.	

July 2021 - April 2022	Developed skills: MapBox GL JS, TypeScript, React, Three.js, WebGL and GLSL Shaders, 3D maths, rendering, 3D interaction.	
	Software Engineer, 3D	FLOORFY S.L.
	At Floorfy I developed improvements, new functionalities and maintenance and optimization of the furnishing application.	

Nov 2020 - July 2021	Developed skills: 3D concepts as lightning, shadows and reflections, 3D maths and optimisation algorithms, optimization of geometries and textures, Blender, WebGL and GLSL Shaders.	
	University Internship	FLOORFY S.L.
	During this period of time I made the Final Degree Project at FLOORFY. The company has a WebGL project made in Three.js, where the customers can visualize homes in a virtual tour in 3D from PC and mobiles. My project was used to create a catalog with 3D models and develop new functionalities to furnish the homes.	

Developed skills: Three.js, JavaScript, GLSL Shaders, 3D Math.

Courses and Personal Projects

Courses

May 2022	Unreal Engine 5 y Blender de 0 a Profesional	UDEMY
	First introduction to Unreal Engine 5 and complemented my existing knowledge of Blender.	
June 2022	Three.js Journey	BRUNO SIMON
	Building on my existing experience with Three.js, I gained even deeper knowledge and skills through completing the online course.	

Personal Projects

I have also collected my most relevant university projects on my GitHub repository, along with my participation in several game jams based in Unity. In addition, I have started building a portfolio using Three.js and WebGL shaders. You can find all of these and more projects on my GitHub and Itch.io repositories.