

Rafael Padilla Perez

Portfolio: rafagamedev.com

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EDUCATION

- **San Jose State University** San Jose, CA
Bachelor of Science - Software Engineering; GPA: 3.54; Cum Laude. July 2016 - June 2020

SKILLS

- **Languages:** Python, C/C++, C#, GLSL, HLSL, MEL, HTML/CSS/JS, Java.
- **Frameworks:** Qt, PySide, USD, OpenGL, CMake.
- **Tools:** Maya, Blender, Houdini, Renderman, Unity, Unreal, Git/Github, Zbrush, Substance, Perforce, Jira.

EXPERIENCE

- **The Walt Disney Company** Lake Buena Vista, FL
Disney College Program Intern Aug. 2024 - Feb. 2025
 - **Responsibilities:** Assist in park Arrival at Disney's Hollywood Studios, Walt Disney World.
 - **Results:** By managing electronic biometric touch points, assist daily in the admission of the **30,000+** guests entering the park, while ensuring a safe and welcoming environment.
- **SJSU Research Foundation** San Jose, CA
Research Lead Feb. 2022 - May 2024
 - **Responsibilities:** Devised a VR framework for STEM College-Level Education.
 - **Results:** Created two VR interactive 3D laboratory environments, now used by **200+** students per semester. Observed an **82.3%** increase in learning and retention during research trials. Co-authored manuscript, pending publication.
 - **Languages & tools:** Unity Engine, C#, Meta Quest II.
- **Playroom** Palo Alto, CA
Game Developer Intern Jun. 2023 - Aug. 2023
 - **Responsibilities:** Produced 3D web-based, multiplayer video game.
 - **Results:** Assembled the game "RollOut" within a 2-month deadline. Reached **5000+** players since launch. Created a Blender tool with Python for level design, reducing iteration time by **90%**.
 - **Languages & Tools:** Python, Blender, HTML/CSS/JS, React.js

PROJECTS

- **Prim:** Maya/Blender Plug-In, 3D Primitive Management
 - Engineered plug-in that enables artists to name and save scene meshes as primitives, curate 3D primitive libraries, instance them in new projects, and export them using a custom .prim file format for sharing among users.
 - **Languages & Tools:** Qt, PySide6, Maya, MEL, Blender, Python.
- **Taka Taka:** Steam-Released Rhythm Video Game
 - Led team of 8 developers. Reached **1500+** wishlists and **300+** sales. Fabricated "TakaMaker," a Unity-based tool that shortened the beatmap creation process by **60%**.
 - **Languages & Tools:** C#, HLSL, Unity Shader Graph.
- **Jelly Engine:** 3D Game Engine for Soft Body Physics
 - Architected a game engine as graduation thesis. Optimized soft body solver, reaching **120+ FPS** with meshes **up to 1000 triangles**. Implemented custom subsurface scattering GLSL shader following the Oren-Nayar lighting model.
 - **Languages & Tools:** C/C++, CMake, OpenGL, GLSL.

LEADERSHIP EXPERIENCE

- **SJSU ACM SIGGRAPH Student Chapter** San Jose, CA
President Nov. 2023 - May 2024
 - Re-founded and re-recognized the university's dormant SIGGRAPH student chapter, recruiting and managing a **6-member cabinet**. Organized events, workshops, and activities, increasing membership **from 0 to 250+**.
 - Secured over **\$1500** in club funding to sponsor 10 club members for the Game Developers Conference (GDC). Established partnerships with industry leaders like Riot Games, and Pixar.
- **Game Development Club at SJSU** San Jose, CA
President Jul. 2022 - Aug. 2023
 - Led 14-member cabinet to oversee a **1,000+ member club** with a semester-long game production program. Mentored 8 game teams, with 2 shipping on Steam. Organized Global Game Jam twice for San Jose/Bay Area region.
 - Managed recruitment, outreach, workshops, tutorials, and events. Helped sponsor 18 GDC club member attendees by raising over **\$2000** in funding.