



Alex Torrents Sánchez

14/05/1993 · BCN

Engineer in Digital Interactive Contents

Education

Video Game Development,
ENTI-UB, 2014-2018

Cross Platform Development,
La Salle Gracia, 2012-2014

Contact



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Programming languages



C++



Python



Android SDK/NDK



Knowledge



OpenGL



Unreal Engine 4



GitHub



Plastic



Experience

Engine programmer at **Digital Legends**
(2018-Present)

- Integrating Android SDK and NDK
- Implementing an native API
- Fixing hacks on Respawnables

Software engineer at **BlitWorks** (2017-2018)

- Porting **Sunless sea** to PS4
- Porting **Gone Home** to Nintendo Switch

Android and iOS developer at **Catchoom** (2013-2015)

- [CraftAR](#) app, Android and iOS
- [Get Glass and Go Shopping](#), Google Glass app
- [Intel & Catchoom](#), Second Screen app for MWC 14
- [CraftAR SDK](#), bug fixing and support

Side Projects

- [Ray tracing](#), Peter Shirley's books
- [Deferred Shading](#), PBR and water with Deferred Rendering.
- [Rufus Shop](#), Scene made with Unreal Engine 4