

# Javier Iglesias

## Programmer

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## Summary

Currently working on a AAA pc and consoles Dark Fantasy game at MercuryS-team, tba. I'm a programmer passionate about game engines, graphics and programming videogames. I'm currently studying Vulkan as a way to learn more about graphical API, rendering algorithms, while creating an engine, i also studied OpenGL with the same intention, learn graphics programming techniques such as shadow mapping, AO, Raytracing, PBR, etc.

## Core Skills

**Technical Skills:** - C++ 11/14, Lua, C#, Rust - Open GL 4.5, glsl, Vulkan - CI/CD (Jenkins) - System Design

**Soft Skills:** \* Teamwork \* Effective Communication

## Professional Experience

### C++ Programmer | MercurySteam

*August 2021 - Present* - **Developed** - **Implemented**

### C# Programmer | everis (NTT Data)

*April 2018 - March 2021* - **Developed** Services that access client's CRM (Microsoft) to control what bank credits has to be approved and what vouchers to be given. - **Improved** identifying bottlenecks and optimizing backend C# code.

## Personal Projects

- **Portfolio 3D Vulkan/glsl:** Building a personal rendering graphics engine on 3D while learning Vulkan (link).
- **Portfolio 3D OpenGL/glsl:** Built a personal rendering graphics engine while learning OpenGL(link).

## Education

### Videogames programming Master's degree

University Complutense of Madrid, September 2020 - July 2021 **Bachelor of Science in Computer Science**

University of Salamanca, 2011 - 2018