Javier Iglesias Sanz

Programmer

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Summary

Currently working on a AAA pc and consoles Dark Fantasy game at MercurySteam, tba. I´m a programmer passionate about game engines, graphics and programming videogames. I´m currently styduying Vulkan as a way to lear 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 - Attention to detail

Professional Experience

C++ Programmer | MercurySteam

August 2021 - Present

- **Developed** Systems to blend animations from cinematic to gameplay seamessly. Systems that simplify life to level, mission and enemies designers used in missions. Metrics render system to visualize data inside game and editor in close collaboration with the design team. Missions with algorithmic needs that cannot be created by mission scripting team. Systems for the scripting team to be able to controll missions whith the scripting language instead of C++.
- **Implemented** Console only features on current generation consoles. Dynamic mission systems in collaboration with design team.
- **Mentored** Automation, logic and low level asset managment systems, already existing and other created by me, to new colleagues.

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

Languages

- **Spanish** Native
- **English** Intermediate (B1)