

José Villegas | Curriculum Vitae

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Game developer and graphics programmer, aiming to break through into the game industry and contribute on making great games with my skills, and expand upon them.

Technical Skills

Programming Languages: C++, C#, C, JavaScript.

Development Tools: Git, SVN, Visual Studio, JIRA.

APIs, Libraries & Game Engines: Unity, OpenGL/GLSL, STL, WPF.

Experience

C# Game Developer, Unity

LearnSafari

Australia-Venezuela, (Remote)

Nov. 2015–Nov. 2016

Learn Safari is a educational game meant to teach children Spanish through different lessons with a variety of mini-games and narrative.

- Designed, implemented and optimized game logic and mechanics for minigames, progress saving and visual effects.
- Contributed on level design alongside artists and audio engineers to ease the integration of games onto scenes.
- Developed tools to speed up the inclusion of dialogue scripts into usable values and timings for synchronized text.

Game Development General Laboratory (Intern)

Computer Graphics Center, UCV

Faculty of Sciences, Caracas

Apr. 2015–Aug. 2015

- Wrote and researched theoretical and practical material for a general laboratory on game development with Unity.
- Made examples within Unity for game mechanics, visual effects, characters, objects and camera logic.

Teacher Assistant, Operative Systems

Department of Computer Science, UCV

Faculty of Sciences, Caracas, Prof. Robinson Rivas

Mar. 2012–Jul. 2012

- Taught the C programming language, memory allocation, system calls, parallel and concurrent programming.
- Gave lectures on operative systems concepts, file systems, processes and system and shell commands.

Education

Licentiate in Computer Science

Central University of Venezuela (UCV)

Faculty of Sciences, Caracas, Venezuela

2009–2016

Major: Computer Graphics, Graduated with Honors

Academic Projects.....

Thesis: Voxel Shading and Cone Tracing for Global Illumination ↗

Computer Graphics Center

Central University of Venezuela, Faculty of Sciences

2016

Supervisor: Prof. Esmitt Ramírez. A real-time dynamic global illumination approach based on cone tracing for emissive, diffuse and specular surfaces utilizing voxel shading and compute shaders.

Multi-textured Terrain Generation and Rendering ↗

Computer Graphics Center

Central University of Venezuela, Faculty of Sciences

2015

Randomly generated terrain with height based texture mapping, light-baking and dynamic level of detail.

Style Transfer Functions for Volume Rendering ↗

Computer Graphics Center

Central University of Venezuela, Faculty of Sciences

2015


Bilinear transfer function editor and matcaps interpolation for cheap volume shading and non-realistic rendering.

Languages


Spanish: Native.

English: Professional working proficiency.


Events & Conferences

Global GameJam 2017, Caracas: A 48 hours game jam global event. Collaborated in the game "Echo Switch"  using Unity. Echo Switch is a co-op sidescroller where the players have to interchange abilities to complete levels and fight enemies.

- Implemented character movement, co-op features, mechanics, artificial intelligence, UI and visual effects.


Global GameJam 2016, Caracas: Collaborated in the game "The Haunt"  using Unity. The Haunt is a tag-like game where the players start as werewolves, they have to find and touch a human to cure themselves and infect the human, the goal is to stay human as long as possible using the environment.

- Worked on level design, characters movement, multiplayer interactions and visual effects.
- Developed a system for level creation on a tight deadline with rooms resembling a pipe puzzle games.

Global GameJam 2015, Caracas: Collaborated in the game "Kidz Solution"  using Unity along with many teammates on different roles. In Kidz Solutions kids have to save adults from different enemies in a post-apocalyptic world.

- Contributed on the game concepts, designed and implemented the game interface and game mechanics.
- Implemented the artificial intelligence for a variety of enemies with different behaviors.

5th JOINCIC 2012, Caracas: A computer science conference with many talks and courses of different topics on computer science such as web development, game development, robotics, parallel computing, data processing, etc.

CEIDEC 2012 - UCV GameDev Contest, Caracas: A scientific research and development conference with a broad range of talks from different areas such as maths, physics, biology and computer science. Developed the game "Hybris"  using Unity along with many teammates on different roles. Hybris is a god game where the player has to save humanity from imminent doom using different powers.

- Designed and implemented the game mechanics and the artificial intelligence for the bystanders.

Hobbies & Interests

Game Development: The many challenges that appear developing a game and how to solve them, seeing your work in motion and learning about topics from other professional fields, designing game mechanics.

Gaming: I enjoy playing video games, specially multiplayer games with friends, I don't play only for the fun but sometimes also to learn the game mechanics and deconstruct how some of them were implemented.

Real Time Rendering: Techniques to generate high quality computer graphics in real time, new hardware features, GPU computing, graphics APIs and new possibilities within the rendering pipeline.