José Villegas | Curriculum Vitae

Los Rosales, Prado de Maria, Gran Colombia – Caracas, Venezuela
+58 (424) 157 1507 • villegasjose.gg@gmail.com
github.com/jose-villegas • linkedin.com/in/villegasjose

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.

APIs, Libraries & Game Engines: Unity3D, OpenGL/GLSL, STL, WPF.

Experience

C# Game Developer, Unity3D **LearnSafari**
Australia-Venezuela, (Remote) *Nov. 2015–Jul. 2016*
Level design, game logic and mechanics development for the game Learn Safari. Learn Safari is a educational game meant to teach children Spanish through different lessons with many interactive games and narrative.

Game Development General Laboratory (Intern) **Computer Graphics Center**
UCV, Faculty of Sciences, Caracas *Apr. 2015–Aug. 2015*
Writing, researching and developing theoretical and practical material for a general laboratory on game development using Unity3D.

Teacher Assistant, Operative Systems **UCV, Faculty of Sciences**
Caracas, Venezuela, Prof. Robinson Rivas *Mar. 2012–Jul. 2012*
Lecturing laboratories on operative system using the C programming language, system instructions and shell commands, use of threads and processes, file systems and parallel programming.

Education

Licentiate in Computer Science **Central University of Venezuela**
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: Fluid.

Events & Conferences

Caracas - Venezuela | **Global GameJam 2016**: A 48 hours game jam global event. Collaborated in the game "The Haunt" using Unity3D. I worked on the game design, level design, characters movement and interactions. The Haunt is a tag-like game, where the players start as werewolves and they have to find and touch a human to transform into humans, once they transform the objective is to stay human as long as possible using the environment.

Caracas - Venezuela | **Global GameJam 2015**: Collaborated in the game "Kidz Solution" using Unity3D along with many teammates on different roles. I worked on the game concept, artificial intelligence, interface and game mechanics. In Kidz Solutions kids have to save adults from different enemies in a post-apocalyptic world.

Caracas - Venezuela | **5th JOINCIC 2012**: 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.

Caracas - Venezuela | **CEIDEC 2012 - UCV GameDev Contest**: 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 Unity3D along with many teammates on different roles for the GameDev Contest, I worked mostly on artificial intelligence and game mechanics. Hibris is a god game where the player has to save humanity from imminent doom using different powers.

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 either alone or 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.