



# José Manuel Gómez Castellana

Game Developer & Computer Graphics Programmer

## PROFILE

I am an enthusiastic programmer of video games and real-time graphics engines, i always try to find a new challenge to get new knowledge, learn as much as possible with the team i am working with, i also try to contribute with new creative ideas, being proactive and working hard to complete the projects before any deadline.

Currently i have finished my last year at ESAT, Valencia, with the grade of HND in Computing, i was working on the development of a video game that we published together with other colleagues, Sun Warriors, a local and online multiplayer top-down shooter game that will be available soon in Steam, i am also currently working on an extended version of the graphics engine made during my last year at ESAT, which will add improvements such as the use of data-oriented programming (DOP), particle system and support for two rendering backends (OpenGL and Vulkan).

I have also worked as a Linux system administrator, FTP, HTTP, HTTPS, MySQL, DNS service management, firewalls, service integrity, service performance, bash programming and network management for a web hosting company.

## CONTACT INFO

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## SKILLS

**Languages:** English (Intermediate), Spanish (Native Speaker)

**Programming Languages:** C++, C#, C, GLSL, ARM Assembly, Bash

**Computer Graphics:** OpenGL 3.x/4.x

**Game Engines:** Unity 3D Engine, Unreal Engine 4, SFML

**Other technical skills:** Git, Perforce, Render Doc, Nvidia Nsight, Visual Studio



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## EDUCATION

- **ESAT (Escuela Superior de Arte y Tecnología)**

Valencia, Spain 2017 - 2020

HND Computing - BTEC Level 5 HND

Relevant Modules:

Application Programming Interfaces	(DISTINCTION)
Advanced Rendering & Visualisation	(DISTINCTION)
Games Engine & Scripting	(DISTINCTION)
Data Base Design & Development	(DISTINCTION)
App Development Mobile Framework	(DISTINCTION)
ARM Architecture	(MERIT)
Artificial Intelligence	(MERIT)

## EXPERIENCIE

- **Game Programmer**

Valencia, Spain 2019 - 2020

During my last year of university i was part of a small studio made up of artists, programmers, designers and producers that were part of the university, where we carried out the development of Sun Warriors a top-down local and network multiplayer shooter developed in Unreal Engine 4.

My main contributions were:

- Implementation of network systems, on the local network and on the internet, room management, object replication, game logic replication, VFX replication, UI replication, animation replication and movement synchronization in real time.
- Techniques implementation to improve the performance of network bandwidth.
- Development of intermediate API to connect the Steam API with Unreal Engine 4 for the matchmaking lobby system.
- Development of the base system of character animations and the implementation of animation in enemies based on real-time physics.



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## EXPERIENCIE

- **System administrator**

AlIngenio.com - 2011 - 2018

AlIngenio.com, a personal project that allowed me to learn first-hand the management and administration of Linux-based operating systems and programming in bash.

My main functions were:

- Service administration, maintenance and troubleshooting of web hosting services such as Apache, DNS, FTP, MySQL, Exim, ClamAV, IMAP, POP3, SSH, LFD, Proxmox, SpamAssassin.
- Administration of security layers such as firewalls, denial service, execution rules and account isolation to prevent unauthorized access.
- Virtualization of operating systems using traditional virtualization or container orchestration system.

More information about my work at:

<https://josemgmz.github.io/>