Jorge Sánchez
Game programmer

🏠 **Blog**	✉ **Email**	⌂ **Github**	☎ **Telephone**	📍 **Location**
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Programming projects:

🎮 **Glow** is a top-down shooter written in C++ with OpenGL, libSDL, FreeType, glad, and stb_image.
- Forward renderer, Bloom, HDR, Gamma Correction, Resizable framebuffers.
- 2D & 3D text rendering.
- Collision detection & resolution by SAT algorithm.
- Random number generator based on XorShift.
- Debug mode. Move the camera around and debugging data is printed on the screen.

🔧 **jsanchez_math** is my personal game dev math library, also written in C and C++.
- 2, 3, and 4-dimensional vector support.
- 4x4 matrix functions and operators.
- Camera and projection functions.
- General utility functions such as remapping a range, converting to radians, and more.

🎮 **Pong** is my version of the famous game, written in C++ with libSDL.
- AABB collision detection & resolution.
- bin2header is a tool to convert any file into a C header, to be embedded in executables.

🏠 **jsanchez.net** is my personal website, you will find more projects and tutorials there.

Programming languages and software:
- C - My language of choice, I do most of my projects in C.
- Ruby - Experience automating processes in Linux servers and creating web-based tools.
- Javascript - Currently learning to write interactive tutorials on my blog.
- Unix/Linux - Proficient. I have used and played with different flavors of Unix/Linux for more than 10 years.
- Emacs, Git, RenderDoc, Unix/Linux, Windows.

Languages:
- Spanish (native).
- English (intermediate). I can speak and write effectively.

Education:

2013 | **Ruby on Rails -** Tealeaf Academy.

2013 | **Core Ruby Curriculum -** Tealeaf Academy.

2009 | **Red Hat Linux System Administration (RH133) -** Red Hat Bs.As.

2009 | **Red Hat Linux Essentials (RH033) -** Red Hat Bs.As.

2008 | **Linux System Administration -** O'Reilly School of technology.

Employment history:

2013-2022 | **Developer** for Madolsur SA.
- Developed the company's e-commerce website leveraging already proven open-source projects.
- Modified WooCommerce and WordPress to fit the company's needs and requirements.
- E-commerce integration with Facebook to send personalized emails and SMS to customers.

- Developed sales and marketing tools to send promotions and billing information to our customers via SMS.
- Developed tools to check for synchronization errors between our online services and the internal billing and stock software.

2013-2022 | **Sysadmin** in Madolsur SA.
- Inherited, extended and managed existing network infrastructure with 5 branch offices. Installed and configured mail(Zimbra/iRedMail), database(MySQL) and web servers(LEMP).
- Provided technical support to the company and customers.
- Integrated Mercado Libre (south American eBay) with the company's existing software, publishing, updating, and maintaining more than 1000 products which led to increased sales both online and in-person.

2013-2022 | **Marketing assistant** for Madolsur SA.
- Managed and monitored the company's social media marketing campaigns.

2012-2013 | **Sysadmin/Developer** en Cemisold SA.
- Development and maintenance of interactive messaging services.

2002-2004 | **Customer support** for Spot Cybercafe.
- Tech support, maintained the cafe's computers and also helped customers.

References:

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