Jorge Sánchez
Game programmer

| 🏠 **Blog** | ✉ **Email** | �
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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.
- ⚗**Nito (in progress)** is a collection of common shading algorithms, written in C.
  - The idea is to draw the same 3d model several times with different shading equations so you can easily see and appreciate their differences.
- 🔧**jsanchez_math** is my personal gamedev 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.
- 🏠**Blog** is my personal website, you will find more projects and tutorials there.

Programming languages and software:

- C/C++ - Competent, I enjoy coding in C style C++.
- Ruby - Experience automating processes in linux servers and marketing tools.
- Javascript - I'm currently learning it 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.

Previous employer:

2006-2022 | **Systems administrator/Developer** in Madolsur SA (retail store).
- Inherited, extended and managed existing network infrastructure with many branch offices. Installed and configured mail(Zimbra/iRedMail), database(MySQL) and web servers(LEMP).
- Provided technical support to the company and customers.
- Developed the company's e-commerce website with Wordpress+WooCommerce and integrated it with existing stock and billing software.
- Managed and monitored the company's social media marketing campaigns.
- 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.