

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 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.

🔧 **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.

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

Programming languages and software:

- C - Competent, I do most of my projects in C. I also know some C++.
- Ruby - Beginner level, experience automating processes in linux servers and marketing tools.
- Javascript - Beginner level, 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.

Employment history:

2012-2022 | **Systems administrator** for Madolsur SA.

- 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.
- 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.

2011-2021 | **Web developer** for Madolsur SA.

- Developed the company's e-commerce website with Wordpress+WooCommerce and integrated it with existing stock and billing software.

2011-2021 | **Marketing assistant** for Madolsur SA.

- Managed and monitored the company's social media marketing campaigns.
- Created, printed and assembled commercial and decoration posters.

2006-2021 | **Delivery man** for Madolsur SA.

2002-2004 | **Customer support** for Spot Cybercafe.

- Tech support, maintained the cafe's computers and also helped customers.

References:

Carol Soler

Inside sales representative, colleague in Madolsur SA.

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