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ABOUT ME

Young programmer on the way of refining my programming skills as well as forging new ones on the way. Very interested in the procedural code as well as instancing. Something between Minecraft and Cube World would be the environment I would like to recreate in a handmade engine as I am learning. Generate a procedural terrain, handle the information of the world, discard the unnecessary information and render all with the best performance possible are some of the main features I want to learn.

LANGUAGES

- Catalan: Native
- Spanish: Native
- English:
  - First Certificate Cambridge – B2
  - IELTS 7.5 Band Score / CEFR – C1

SKILLS

Programming Languages

- C/C++:
  Knowledge about STL, Object Oriented Programming, Data structures and pointers in most of their forms and C/C++ Syntaxis
- Rendering:
  Most of the programs that needed, in some way, render used GLSL and OpenGL as a base. SFML and GLFW have been the frameworks used usually.
  HLSL has also been used with the DirectX11 framework provided by SHU.
- Scripting:
  Python or Lua have been used in some project as C++ embedded languages to provide external functionality to the program.
- Others:
  Good knowledge of C#. Used usually when working in Unity.
  JavaScript used at some point when working on HTML.
  Swift used when working with XCode on a mobile App.
  Java used at Android Studio when working on another mobile App.

APIs

- Rendering:
  - OpenGL (3.x/4.x)
  - DirectX11 (University Framework)
- UI:
  - ImGui
- Math:
  - Glm

Engines

- Unreal Engine 4
  - Beer'em Up
    ESAT last year project. Game made by 5 artists ad 5 programmers and uploaded to Steam
  - Used to make little projects for some subjects at ESAT

- Unity 3D
  - o Mostly used for prototyping and for different GameJams
Software
- Source Control
  - o Git (Console, SourceTree, GitHub Desktop)
  - o Perforce (P4V)
- Programming
  - o Visual Studio
  - o GENie
  - o XCode
  - o Android Studio
- Debbuging
  - o RenderDoc

EDUCATION

SHU (Sheffield Hallam University)
BSc (Honours) in Computer Science for Games   **2018-19**
Currently Studying

ESAT (Escuela Superior de Arte y Tecnología)
BTEc Level 5 HND in Computing and System Development   **2016-18**
Graduated with Merit
Relevant Modules:

Data Structures and Algorithms	Distinction
Procedural Programming	Distinction
Project Design, Implementation and Evaluation	Distinction
Object Oriented Programming	Merit
Mathematics for Software Development	Merit

INTERESTS

I enjoy pretty much any kind of game but most of my favourites fall in Exploration / Sandbox style. I find some of them very relaxing to play and expend hours without even noticing. Cube World and Elite Dangerous would be a great example of the games I like.

I have also played different sports and the two I spent more years with have been Judo and Tennis.

REFERENCES

- Gustavo Aranda
  - o Programme Leader at ESAT
  - o garanda@esat.es

- Juan Diego Alegre
  - o Project Manager at ESAT
  - o jd@esat.es