IGNACIO CORTIZO POL

GRAPHICS PROGRAMMER

ABOUT

My name is Ignacio. I was born in Vigo, a lovely city in the North of Spain. I am a motivated and enthusiastic programmer looking to work on computer graphics. I have experience in many languages, graphics APIs, repos and working as a team member.

SKILLS

C++, OpenGL, DirectX12, Nintendo Switch, Unity, C#, Unreal, Git, Python and Lua. Fluent in English, native Spanish and Galician.

CONTACT

Linkedin

Portfolio

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EDUCATION

TEESSIDE UNIVERSITY, 2016/17, BSC IN COMPUTER GAMES PROGRAMMING

ESCUELA SUPERIOR DE ARTE Y TECNOLOGÍA, 2013/16, HND IN VIDEOGAMES PROGRAMMING

WORK EXPERIENCE

SIMUL: SOFTWARE DEVELOPER (JUN 2017 – PRESENT)

Working with trueSKY, the leading atmospherics and weather rendering system used in games like Arma III or Ace Combat. I am in charge of maintaining our software in many platforms and game engines. I also work in new features like porting our rendering system to DirectX12 or the Nintendo Switch!

PROJECTS

NATURE: OPENGL, C++, PROCEDURAL, EFFECTS

Nature was my final year project at Teesside. It features the rendering and optimization process of a natural scene with different elements like procedural sky and clouds, terrain, procedural grass and water. Optimization techniques like instancing or frustum culling have been used. Effects like lens flares, bloom or anti-aliasing have also been added to the project.

DEMO MY SPONZA: OPENGL, C++, PBR

For this project, I had to take a basic framework provided by the university and render the Sponza scene with the following features: Physically based rendering, shadow mapping, deferred rendering, antialiasing and SSAO.

THE R ISLAND: OPENGL, C++, PROCEDURAL

Graphics demo made using the Serious Engine. It features mesh rendering, water rendering (with reflections and refractions), instanced and animated grass, post processing: light scattering, vignette and bloom. The grass blades and some meshes were placed using procedural systems.

WARP DRIVE: UE4, C++, OCULUS, AI

Warp Drive is a first-person arcade shooter made in UE4 for the Oculus Rift. The player is a combat pilot that has to help his army defeating the enemies. This project was made by a team of 4 programmers and 5 artists. I worked optimizing the game and also made an AI system to simulate large scale battles.

NEONITY: UNITY, C#, GAMEPLAY

Neonity is a sidescroller action based game with a neon/futurist style. It was developed by 2 programmers, 5 artists and 2 designers during 3 months. I worked on: player input, player actions like shooting or melee combat, interfaces, menus, drone enemy, hazards, unity plugins to improve the workflow and also on optimizations.

REFERENCES

Julian Warren: *J.G.Warren@tees.ac.uk*

Jose Luis Hidalgo: *jlhidalgo@esat.es*