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 an 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, GLSL, Unity, C#, Unreal, Git 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

PROJECTS

NATURE: OPENGL, C++, PROCEDURAL, EFFECTS

Nature is 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, antialising 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

Arcade shooter in first person (Oculus) developed in Unreal Engine showcased at Dreamhack Valencia 2016. This game was made by a team of 9(5 artist and 4 programmers).

NEONITY: UNITY, C#, GAMEPLAY

Neonity is a sidescroller action based game with a neon/futurish style. I worked on: player input, player actions like shooting or melee, interfaces, menus, drone enemy, hazards, unity plugins to improve the workflow and also on optimizations.

REFERENCES

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

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