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

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.

SERIOUS ENGINE: OPENGL, C++, LUA
Component based engine. It features a PBR rendering pipeline using the implementation by Frostbite. Dynamic directional shadow mapping. Scripting with LUA and editor.

WARP DRIVE: UE4, C++, OCULUS, AI
Arcade shooter in first person (Oculus) developed in Unreal Engine showcased in the 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. 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, 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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