



IGNACIO CORTIZO POL

GRAPHICS PROGRAMMER

ABOUT

Born in Vigo, a lovely city in the North of Spain. I enjoy researching and developing tech for games. Passionate and responsible about my role.

CONTACT



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/nachocpol

WORK EXPERIENCE

Playground Games, Engineer (Graphics)

MAR 2020 - PRESENT

TT Games, Render Tech Programmer

AUG 2018 - FEB 2020

- Developing our in-house engine used in the Lego games. Working on a variety of systems like tessellation, decals and memory profiling.

Simul Software, Software Developer (Rendering)

JUN 2017 - JUL 2018

- Worked with trueSKY the leading atmospheric and weather rendering system. Implemented DX12, NVN and OpenGL rendering backends.

STUDIES

BSc in Computer Games Programming, Teesside

2016 -2017

HND in Videogames Programming, ESAT

2013 -2016

SKILLS

- Programming languages: C++, C# and Python
- Graphics APIs: DX11, DX12, Vulkan, Gnm, Nvn and OpenGL
- Rendering: PBR, post-processing, shadows, compute, volume rendering, procedural content generation etc.