Nicolas San Jose

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Education

Bachelor of Science in Game Design and Development — **Expected May 2018**
Rochester Institute of Technology — **Rochester, NY**
Dean's List, Spring 2017

Relevant Coursework

Foundations of Game Graphics Programming
Data Structures and Algorithms for Games and Simulations
College Physics, Analytical Geometry, Discrete Math
AI for Game Environments
Online Virtual Worlds and Simulations
2D and 3D Animation and Asset Production

Skills

Programming Languages: C++, C#, Java, HTML, CSS, JavaScript
Game Engines: Unreal Engine 4, Unity
Graphics APIs: Direct3D (with HLSL), OpenGL (with GLSL)
VCS: Git
IDE: Microsoft Visual Studio
Graphics Programming: Phong Interpolation and Blinn-Phong Reflection, Deferred Shading and Lighting Pre-Pass, Texture Maps (normal, specular, opacity), Cascaded Shadow Mapping, Particle Emitters, Post Processing (motion blur, DoF, bloom)

Projects

Jetpack Joyride Clone, as Graphics and Gameplay Programmer (team of 3)
2.5D endless side scroller game, intended to show our graphics engine's capabilities
- **3D graphics engine made in Visual Studio using C++, Direct3D 11, and HLSL**
- **Programmed shadow mapping, transparency, and collision responses**
- **Arranged and programmed the level environment**

The Adventures of Rob & Ots, as Network and Gameplay Programmer (team of 4)
2.5D online cooperative puzzle-platformer
- **Played by two, as miniature robots of different talents working together to solve puzzles**
- **Made in Unity using C#**
- **Participated in level design and arrangement**
- **Programmed visual communication and networking features**

PolyRunner, as Gameplay Programmer (team of 4)
VR procedural endless runner game, intended for playing with an Oculus Rift
- **Played as a damaged alien spaceship escaping across the desert near Area 51**
- **Made in Unity using C# and Oculus SDK**
- **Participated in level design and player control design**
- **Programmed player controls and procedural generation of obstacles**

Dolphin Flip, as Gameplay Programmer (team of 4)
2D launcher, mobile game for Android phones or tablets
- **Played as a dolphin with dreams of the stars and rocket fuel to spare**
- **Made in Unity using C#**
- **Participated in level design and arrangement**
- **Programmed player controls and randomized obstacle spawns**