Nicolas San Jose

Website/Portfolio: nsanjose.com
Email: contact@nsanjose.com
Phone: 907-230-1939

Education

Bachelor of Science in Game Design and Development — Expected 2018
Rochester Institute of Technology — Rochester, NY
Presidential Scholarship
Dean's List

Skills

Programming Languages: C++, C#, Java, HTML, CSS, JavaScript
Graphics APIs: Direct3D 11 (with HLSL), OpenGL (with GLSL)
Game Engines: Unreal Engine 4, Unity
VCS: Git
IDE: Microsoft Visual Studio

Projects

Ori Engine

- Is my dive into graphics and game engine programming, using Visual Studio, C++, Direct3D 11, and HLSL. Main features include the following:
- Deferred Shading with normal buffer encoding and position reconstruction
- Physically Based Rendering, Image Based Lighting, and High Dynamic Range Rendering
- Cascaded Shadow Mapping and Particle System
- Post-Processing: Bloom, Eye Adaptive Exposure, Tone Mapping

The Adventures of Rob & Ots

- Is a 2.5D online cooperative puzzle-platformer.
- Made in a team of four as network and gameplay programmer.
- Programmed a visual communication system, character selection, and user interface.
- Used Unity, Visual Studio, and C#.
- Played by two, using their robot's unique abilities to work together to solve puzzles.

PolyRunner

- Is a procedural endless runner game for VR with an Oculus Rift.
- Made in a team of four as gameplay programmer.
- Programmed player controls and procedural generation of obstacles.
- Used Unity, Visual Studio, C#, and Oculus SDK.
- Players control a damaged alien spaceship escaping across the desert near Area 51.

Dolphin Flip

- Is a launcher game for android devices.
- Made in a team of four as gameplay programmer.
- Programmed player controls, interactables, and obstacles.
- Used Unity, Visual Studio, and C#.
- Played as a dolphin with dreams of the stars and rocket fuel to spare.

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