

Nicolas San Jose

Home: 66-1579 Kawaihae Rd. Kamuela, HI 96743
E-Mail: nicolasasanjose@gmail.com Phone: 907-230-1939
Website: <http://nsanjose.github.io>

Education

Bachelor of Science in Game Design and Development
Rochester Institute of Technology
Presidential Scholarship
Dean's List

Expected 2018
Rochester, NY

Relevant Coursework

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

Skills

Programming Languages: C++, C#, Java, HTML, CSS, JavaScript	
Game Engines: Unreal Engine 4, Unity	VCS: Git
Graphics APIs: Direct3D 11 (with HLSL), OpenGL (with GLSL)	IDE: Microsoft Visual Studio
Graphics Programming: Phong Shading and Blinn-Phong Reflection, Physically Based Rendering, Forward and Deferred Rendering, Texture Maps (normal, opacity), Cascaded Shadow Mapping, Particle Emitters, Post-Processing (bloom)	

Projects

DirectX 11 Graphics Engine, 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#
- 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