Nicolas San Jose

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Technical Skills

Programming Languages: C/C++, C#, Python, HTML, CSS, JS
Graphics Programming: DirectX 11, HLSL, Visual Studio Graphics Diagnostics
Engine and Tools: Unity 5+, Unreal Engine 4, Esri CityEngine
Environment: Visual Studio Community/Code, ConEmu, Git, Sourcetree

Professional Experience

Game Developer Co-Op   Aug 2018 - Dec 2018
Second Avenue Learning   Rochester, NY
- Ported 'The Original Mobile Games' (TOMG) to the Nintendo Switch platform
- Updates, optimizations, and bug fixes for 'TOMG' on the Android and iOS platforms
- 'TOMG' won a silver medal in the Serious Play Conference

GeoGame Developer Co-Op   May 2018 - Aug 2018
Rochester Institute of Technology   Rochester, NY
- Programmed a quest manager for timed navigation objectives, with increasing difficulty of verbal instruction.
- Programmed linear dialogue and checkpoint systems.
- Programmed user interface for the map view, land-marker, and quest log systems.
- Integrated real geospatial data in the reconstruction of Dickinson, Texas in the aftermath of Hurricane Harvey.
- Researched Mapbox and CityEngine's appropriateness as a tool for integrating geospatial data in this project.
- Worked with National Science Foundation (NSF) Research Experience for Undergraduate students and other geogame developers on 'Project Lily Pad', a serious geogame for improving spatial thinking in disaster resilience

Student Projects

Ori Engine   Nov 2017 - Feb 2018
is a space for exploring rendering techniques and game engine development.
was made using C++, DirectX 11, and HLSL, as a personal project.
- Deferred shading pipeline with normal buffer encoding and position reconstruction
- Physically based rendering, cascaded shadow mapping, soft shadowing, and screen space ambient occlusion
- Post-processing: bloom, eye adaptive exposure, and tone mapping for high dynamic range

Escape Roswell   Mar 2016 - May 2016
is a procedural endless-runner game for virtual reality with an Oculus Rift.
was made using C#, Unity, and Oculus SDK, in a team of four.
- Programmed player controls, ship shields, ship fuel drain and pickups.

The Adventures of Rob & Ots   Oct 2015 - Dec 2015
is a 2.5D, online, cooperative, puzzle-platformer game.
was made using C# and Unity, in a team of four.
- Programmed camera controls, ping communications, sprint effect, and character selection.

Education

Master of Science in Computer Science   Expected May 2021
DigiPen Institute of Technology   Redmond, WA

Bachelor of Science in Game Design and Development   Dec 2018
Rochester Institute of Technology   Rochester, NY