

Nicolas San Jose

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Experience

Rochester Institute of Technology

May - Present

GeoGames Designer and Developer

- Working in an interdisciplinary team with National Science Foundation Research Experience for Undergraduate students to create geogames at the intersection of geographic information systems, disaster resilience, spatial thinking, and serious games.
- Project Lilypad is a serious geogame made to improve spatial abilities and disaster resilience: reading and interpreting a map, navigating an environment, translating verbal instructions into physical navigation, and good practices in a disaster. Project LilyPad uses real world geospatial data, set in Dickinson, Texas in the aftermath of Hurricane Harvey.

Education

Bachelor of Science in Game Design and Development

Expected Dec 2018

Rochester Institute of Technology

Rochester, NY

Presidential Scholarship

Dean's List

Skills

Programming Languages: C++, C#, HTML, CSS, JavaScript

VCS: Git

Graphics APIs: Direct3D 11 (with HLSL), OpenGL (with GLSL)

IDE: Microsoft Visual Studio

Game Engines: Unity, Unreal

Projects

Ori Engine

is my dive into graphics and game engine programming.

using Visual Studio, Direct3D 11, C++, and HLSL. Main features include the following:

- Deferred Shading with normal buffer encoding and position reconstruction
- Physically Based Rendering, Soft Shadowing, and Screen Space Ambient Occlusion
- Cascaded Shadow Mapping and Particle System
- Post-Processing: Bloom, Eye Adaptive Exposure, Tone Mapping for High Dynamic Range

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 ping communications, character selection, and user interface.
- Used Unity, Visual Studio, and C#.
- Played by two, using Rob & Ots' unique abilities to work together and solve puzzles.