

Nicolas San Jose

Website/Portfolio: nsanjose.com
Email: nicolas.a.sanjose@gmail.com
Phone: 907-230-1939

Education

Bachelor of Science in Game Design and Development

Rochester Institute of Technology
Presidential Scholarship
Dean's List

Expected 2018
Rochester, NY

Skills

Programming Languages: C++, C#, Java, HTML, CSS, JavaScript
Graphics APIs: Direct3D 11 (with HLSL), OpenGL (with GLSL)
Game Engines: Unity, Unreal

VCS: Git
IDE: Microsoft Visual Studio

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 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