Nicolas San Jose

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Objective

To obtain a cooperative education or internship position with a focus in programming. Available immediately.

Education

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

Experience

GeoGame Design and Developer May 2018 - August 2018
Rochester Institute of Technology Rochester, NY

- Developed with CityEngine, Unity, Visual Studio, and C#.
- Conducted research between Mapbox and CityEngine for integrating real world geospatial data into construction of the setting, Dickinson, Texas in the aftermath of Hurricane Harvey.
- Modified Unity's third person character controller to enable backwards movement, and implemented the camera transition between third person and first person map view.
- Programmed user interface for the map view and marker system.
- Programmed the goal manager for timed navigation objectives, with increasing difficulty of verbal instruction.
- Arranged objectives in the levels to follow the script, based on information from real events.
- Worked in an interdisciplinary team consisting of eight National Science Foundation (NSF) Research Experience for Undergraduate (REU) students and four GeoGame Design and Developers.

Skills

Programming Languages: C#, C++, HTML, CSS, JavaScript
Graphics APIs: Direct3D 11 (with HLSL), OpenGL (with GLSL)
Game Engines: Unity 5, Unreal Engine 4
VCS: Git
IDE: Microsoft Visual Studio
Other Tools: Esri CityEngine

Projects

Ori Engine November 2017 - February 2018
is a rendering engine and shader testing ground

- Created using Visual Studio, C++, Direct3D 11, and HLSL.
- Wrote shaders for deferred shading with normal buffer encoding and position reconstruction, physically based rendering, screen space ambient occlusion, a particle system, cascaded shadow mapping, soft shadowing, and post-processing: bloom, eye adaptive exposure, and tone mapping for high dynamic range.

PolyRunner March 2016 - May 2016
is a procedural endless runner game for VR with an Oculus Rift

- Created using Unity, Visual Studio, C#, and Oculus SDK, in a team of four.
- Programmed player controls, ship shields, ship fuel drain and pickup, and tiling sand layers.

The Adventures of Rob & Ots October 2015 - December 2015
is a 2.5D online cooperative puzzle-platformer

- Created using Unity, Visual Studio, and C#, in a team of four.
- Programmed detached camera controls, ping communications, sprint effect, and character selection.