Nicolas San Jose

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Education

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

Experience

Game Developer August 2018 - December 2018
Second Avenue Learning Rochester, NY

- Unannounced game for the Nintendo Switch

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 5-2018, Unreal Engine 4
VCS: Git, Mercurial
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.