

# Paco Juan Quirós

GAME PROGRAMMER RESUME

pacojuanquiros@gmail.com • +34 660 97 50 09 • [pacojq \(GitHub\)](#) • [pacojq.github.io](#)  
Oviedo, Asturias • Spain • As it was in October 2020

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## Experience

### Meteorbyte Studios

OVIEDO, ASTURIAS, SPAIN

#### Senior Programmer

Aug '19 – Present

Game: *Attrah*<sup>i</sup> - In development.

- Procedural world generation using Voronoi maps, with world sizes ranging from 2.36 km<sup>2</sup> to 12.85 km<sup>2</sup>. This includes vegetation, geography and meteorology data, all optimized to use less than 2 GB of memory after mesh construction -tested on PC and PS4- and saving to disk with a budget of 1 MB/km<sup>2</sup>.
- Transforming a flat world to give it a *round planet* look via vertex manipulation. Vertices displaced with a HLSL shader, running in real-time at 60 Hz.
- Used [Buildbot](#) to develop an internal Continuous Integration tool, which would automate the build process for PC and PS4 after major changes in Version Control.
- Developed a C# library for visual profiling which allows spotting CPU bottlenecks with no extra cost on performance. Data visualization using Google Chrome's *Tracing* tool. Code on [GitHub](#).

#### Junior Programmer

Aug '18 – Aug '19

Game: *Woodpunk* - 2018.

- Refactored the already-existing save files, settings, leaderboards and stats systems -highly coupled to the Steam API- to work in a multi-platform environment<sup>ii</sup>. Modular design featuring the implementation of Play Station 4 and Xbox One APIs, also giving support to future platforms -such as the Nintendo Switch.

### Bipolar Dawn

AVILÉS, ASTURIAS, SPAIN

#### Owner

Nov '16 – Present

Game: *World Soccer Strikers '91* - 2020.

- Extended Unity's render pipeline with a pass that allows recording TV-style replays with secondary cameras. Outputs files with a maximum budget of 8 MB, so they can be shared in Discord.

*Please refer to my [LinkedIn profile](#) for the complete list of work experiences.*

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## Personal Projects

### Xaloc Engine

Spring 2020 – Present

In-development 2D engine written in C++, with C# scripting using mono.

### Seagull

Spring 2019

Toy programming language, compiling to intermediate language. Targeting MAPL *Virtual Machine*, an academic virtual machine built at University of Oviedo.

*Please refer to my [GitHub account](#) and my [personal webpage](#) for the complete list of personal projects and research.*

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## Education

### University of Oviedo

OVIEDO, SPAIN

#### Bachelor degree in Software Engineering

(Expected) Sep '16 – Feb '21

Bilingual degree: 50% English / 50% Spanish.

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## Skills

**Languages:** C#, C++, Java, C, HLSL, Python, Scheme, GLSL.

**Game development:** PlayStation 4 SDK, Xbox One SDK, OpenGL, Unity, Mono.

**Other tools:** Visual Studio, Eclipse, JetBrains Rider, RenderDoc, Buildbot, Git, ANTLR, Amazon AWS.

**Natural languages:** Catalan (*native*), Spanish (*native*), English (*bilingual*) and French (*elementary*).

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<sup>i</sup>Project selected by the Spanish Government's Ministry of Culture as one of the best cultural projects of 2019.

<sup>ii</sup>Release of ports to PS4 and Xbox One on hold for administrative reasons.