Paco Juan Quirós *GAME PROGRAMMER RESUME*

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Oviedo, Asturias • Spain • *As it was in June 2020*

Experience

Meteorbyte Studios — OVIEDO, ASTURIAS, SPAIN

Senior Programmer — *Aug '19 – Present*

Game: *Attrah*[i] - In development.

- Procedural world generation using Voronoi maps, with world sizes ranging from 2.36 km^2 to 12.85 km^2. 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^2.
- 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[ii]. 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 Star Soccer '91* - In development.

- 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.

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.

Education

University of Oviedo — OVIEDO, SPAIN

Bachelor degree in Software Engineering — (*Expected*) *Sep '16 – July '20*

Bilingual degree: 50% English / 50% Spanish.

Skills

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

Game development: PlayStation 4 SDK, Xbox One SDK, OpenGL, Vulkan, 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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[i]Project selected by the Spanish Government's Ministry of Culture as one of the best cultural projects of 2019.
[ii]Release of ports to PS4 and Xbox One on hold for administrative reasons.