

Paco Juan Quirós TOOLS PROGRAMMER RESUME

pacojuanquiros@gmail.com • +34 660 97 50 09 • [pacojq \(GitHub\)](#) • [pacojq.github.io](#)
Oviedo, Asturias • Spain • As it was in December 2022

Experience

Meteorbyte Studios

OVIEDO, ASTURIAS, SPAIN

Porting Engineer

Aug '21 – Present

Game Toolset: *Ignited Steel*.

- Implemented a "Sprite Stack" mesh generator tool, which allows the preview and generation of sliced mesh assets from a given set of sprites, to give the game a pixelated 3D look.
- Extended Unity's Editor with a Localization Scanner, with the ability of checking the whole asset database looking for unlocalised UI elements or miss-configured font asset references.

Senior Programmer

Aug '19 – Present

Tool: *Rosetta*.

- Proprietary localization tool written in C++, using XML, OpenGL and ImGui. Used for the game localization process in Meteorbyte Studios releases. Provides basic functionality, such as basic project statistics, text search and filtering, content preview with different fonts and character sets, and string comparison among different languages.

Game Toolset: *Unannounced Game*.

- Developed a node-based editor for Narrative Designers to structure both quests and dialogue assets in-engine.
- Extended Unity with a custom level editor tool for procedural asset placement.

Game Toolset: *Deck RX*.

- Built a tile-based level editor for in-game circuits. Programmed in C# and outputting level data in both JSON and binary formats.

Game Toolset: *Attrah*ⁱ.

- 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.

- Developed a command line tool to generate Steam localized Store Page and achievement content from in-game localization files.

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.

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

Sep '16 – Feb '21

Bilingual degree: 50% English / 50% Spanish. Proposed to graduate with Honors.

Skills

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

Game development: PlayStation 4 & 5, Xbox One & Series X|S, Nintendo Switch, 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*).

ⁱProject selected by the Spanish Government's Ministry of Culture as one of the best cultural projects of 2019.