XAVIER REBASA MOLL

Programmer

ABOUT ME

Young programmer on the way of refining my programming abilities as well as forging new ones on the way. Very interested in the procedural code as well as instancing. Something between Minecraft and Cube World would be the environment I would like to reproduce in a handmade engine as I am learning. Generate a procedural terrain, handle the information of the world, discard the unnecessary information and render all with the best performance possible are some of the main features I want to learn.

CONTACT

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PERSONAL WEBPAGE:
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INTERESTS

Judo
Tennis
Sandbox Games
Exploration Games
Space/Sci-Fi Games

EDUCATION

ESAT (Escuela Superior de Arte y Tecnología)
2016 - 2018
BTEc Level 5 HND in Computing and Systems Development
Graduated with **Merit**

SHU (Sheffiel Hallam University)
2018 - 2019
BSc(honours) Computer Science for Games
Currently being taken

KNOWLEDGE

LANGUAGES

High	Medium	Low

•C/C++
•C#
•GLSL
	•ARM-ASM
	•Scripting
	  • Python
	  • Lua
	•HLSL
	•Swift
		•Java
		•JavaScript

APIS

- OpenGL +
  - GLFW
  - SFML
- DirectX11 (Framework)
- ImGui
- GLM

SOURCE CONTROLL

- Git
  - Console
  - SourceTree
  - GithubDektop
- Perforce (P4V)

SOFTWARE

- Visual Studio
- Android Studio
- XCode
- GENie

ENGINES

- Unreal Engine 4
- Unity