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|  |  | 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 PHONE:  +34 664471449  PERSONAL WEBPAGE:  <https://rebasamo.github.io/>  EMAIL:  [rebasamo@esat-alumni.com](mailto:rebasamo@esat-alumni.com) 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 KnowledgeLanguages  |  |  | | --- | --- | | 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 | |