

Rodrigo Guzmán Escribá

Multimedia Engineer - Gameplay Programmer

I'm a lover of graphics programming very eager to build amazing games and improve my engineering skills.



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📞 601080755

🌐 rge15.github.io/

🐙 github.com/rge15

WORK EXPERIENCE

Junior Port Programmer

Blitworks

05/2023 - 12/2023

Remote

Gameplay Programmer - Grade 1

Playground Games

01/2024 - Today

Leamington SPA

PROJECTS

CPU Demo - MK1 (09/2022 - 10/2022)

- Mathematical graphic effects tech demo running by CPU.

CPU Particle System (10/2022 - 12/2022)

- Particle System running by CPU with SIMD.

No Gas Racing! (11/2021 - 07/2022)

- Game developed from scratch with C++, in which I learn about ECS-like engine and I build a Graphical Engine with OpenGL from 0.

C++ & OpenGL Graphic Engine (11/2021 - 05/2022)

- Graphics Engine for Game Development used for the development of "No Gas Racing!"

Aliens'n Tanks (09/2021 - 11/2022)

- Game developed for an Amstrad CPC 464 programmed in assembly Z80 from scratch.

Rikishi Sumo (02/2023 - Today)

- Game winner of the Alicante Gamejam VIII edition which is being updated and polishing to be published.

Hello Vulkan (01/2023 - Today)

- Web page tutorial for learning the foundation of Vulkan API

GPU Demo - TIME (03/2023 - 04/2023)

- Mathematical graphic effects tech demo running by GPU with Vulkan.

EDUCATION

Baccalaureate Degree

IES Cotes Baixes

09/2016 - 07/2018

Alcoy, Spain

Courses

- Technological Baccalaureate

University degree

Universitat d'Alacant

09/2018 - 05/2023

Alicante, Spain

Courses

- Degree in Multimedia Engineering

SKILLS

Modern C++

ECS

SIMD

ECS

OpenGL

Vulkan

Data Driven

Linux

Make

X86-64

SIMD

Unreal

Rendering

CMake

Perforce

ACHIEVEMENTS

Multimedia Database Design (02/2021 - 07/2021)

Honorary certificate in Multimedia Database Design at the University Of Alicante.

Advanced Graphics Techniques (02/2022 - 07/2022)

Honorary certificate in Advanced Graphics Techniques at the University Of Alicante.

UA Games Dev Con I, II & III

Organizer of video game fair event "UAGames DevCon" first and second edition at the University of Alicante

Alicante Gamejam 1st Prize (02/2023 - 02/2023)

Winner of the Alicante Gamejam with videogame "Rikishi Sumo"

CERTIFICATES

ELTS English Level - C1 (10/2023 - 11/2023)

ORGANIZATIONS

Delegación de Estudiantes de la Escuela Politécnica Superior (09/2018 - 07/2019)

Multimedia Engineering Degree Delegate

Asociación de estudiantes MultiTec UA (09/2020 - 07/2022)

President of the association

LANGUAGES

Spanish

Native or Bilingual Proficiency

Valenciano

Native or Bilingual Proficiency

English - ELTS C1

Full Professional Proficiency

INTERESTS

C++

Tech Art

CG

Low-Level

VFX's

Video Games

Particle Systems

Rendering