



Rodrigo Guzmán Escribá

Multimedia Engineer

I'm a student lover of graphics programming very eager to get experience working in video game industry and improve my skills as technical artist.



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github.com/rge15

SKILLS

Adept Self Learner

Positive Curious

Diligent Versatile

Modern C++ ECS

SIMD ECS

OpenGL Vulkan

Unreal Engine Linux

LANGUAGES

Spanish
Native or Bilingual Proficiency

Valenciano
Native or Bilingual Proficiency

English
Professional Working Proficiency

INTERESTS

C++ Tech Art

Learn CG

Computer Science

VFX's

Video Games

Particle Systems

EDUCATION

Bachelor's Degree

IES Cotes Baixes

09/2016 - 07/2018

Alcoy, Spain

Courses

- Technological Baccalaureate

University degree

Universitat d'Alacant

09/2018 - Present

Alicante, Spain

Courses

- Degree in Multimedia Engineering

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

CERTIFICATES

Cambridge English Level - B1 (02/2018 - 07/2018)

PERSONAL 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.

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

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

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 Multimedia Database Design at the University Of Alicante.

UA Games Dev Con (03/2022 - 03/2022)

Organizer of video game event "UAGames DevCon" at the University of Alicante