

SANTI GONZALEZ

GRAPHICS AND GAME PROGRAMMER



ABOUT

Email santi.gonzalez.cs@gmail.com
Webpage santipaprika.github.io
Residence Barcelona, Catalonia, Spain

LANGUAGES

English (fluent)
Catalan (native)
Spanish (native)

ACADEMIC BACKGROUND

M.S. Innovation and Research in Informatics

Universitat Politècnica de Catalunya | Sep 2020 - present

- Specialization in *Computer Graphics* and *Virtual Reality*.
- Expected completion date: Jun 2022.

B.S. Audiovisual Systems Engineering

Universitat Pompeu Fabra | Sep 2016 - Jul 2020

- GPA: 8.53 (/10).
- Rank 2 (out of 31)
- Specialization in *Computer Science* and *3D*.
- **Final project:** Augmented Reality for Barcino Roman Heritage Site through World-as-Support Paradigm.

PROFESSIONAL EXPERIENCE

Research Assistant

Full Body Interaction Lab (UPF) | Dec 2019 - Jul 2020

- Explore feasibility of novel AR paradigms.
- Develop AR experiences based on heritage sites.

Computer vision and AI engineer

Plyzer Technologies (internship) | Jan 2019 - Mar 2019

- Develop intelligent models (NN) that can classify images.
- Image analysis and feature extraction.

PERSONAL EXPERIENCE

Game modder

Independent | Nov 2020 - present

- Time management addon for the game World of Warcraft.
- +1K downloads.

Game prototype developer

Fiverr: freelance | Jan 2020 - Aug 2020

- Develop basic game prototypes proposed by customers.

RELEVANT SKILLS

SOFTWARE ENGINEERING

C++	●●●●●	Python	●●●●○
C#	●●●●○	Java	●●●○●
C	●●●○●	Data Structures	●●●●○

GRAPHICS

- Graphics APIs: OpenGL
- Shading languages: GLSL, HLSL
- Scalability
- Geometry processing
- SOTA real-time techniques
- CPU-GPU performance analysis and optimization

RESEARCH

- Research method
- Multidisciplinary maths.

GAME ENGINES

- Unity
- Unreal Engine 4

OTHER FORMATION

Unreal Engine C++ Developer: Learn C++ and Make Video Games

GameDev.tv (Udemy) | Oct 2020 - Feb 2021

- 31.5 hours on-demand video, 13 articles, 7 downloadable resources.
- Gameplay programming, UE4 C++ programming, animation state machines, AI.

Algorithm Design and Analysis

PennX (EdX) | Jun 2020 - Jul 2020

- 28 hours on-demand video.
- Analyze algorithms' efficiency. Classic optimization problems. Critically analyze locally optimal solutions.