

# SANTI GONZALEZ

GRAPHICS AND GAME PROGRAMMER



## ABOUT

**Email** santi.gonzalez.cs@gmail.com  
**Webpage** [santipaprika.github.io](https://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	●●●●○
Lua	●●●○	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.