

# JORDI GIL GONZÁLEZ

## Proud Geek

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github.com/jordi-gil



## EXPERIENCE

### Junior Tools Programmer

#### IO Interactive

October 2021 – On-going    Barcelona, Catalunya, España

- Developing tools for in-house Engine

### Lead Gameplay Programmer / Engine Programmer

#### Penteract Studios

February 2021 – On-going    Barcelona, Catalunya, España

- Common tasks
  - Pull Request reviews
- Engine tasks
  - Engine UI design
  - FBX animation importer using Assimp (Open Asset Import Library)
  - Skinning algorithm CPU and GPU
  - Shadow Mapping and Cascade Shadow Mapping
  - DLL Hot-reloading system and Expose members from C++ Scripts to Engine
- Gameplay tasks
  - Team management
  - Level building (set the props in the location decided by the Design Team)
  - Support and follow-up from all programmers of the gameplay team
- Detailed achievements
  - Good Knowledge of C++
  - Good Knowledge about Life Cycle of Game Development

### Business Intelligence Consultant (Mid/Intermediate)

#### Minsait

July 2021 – October 2021    Barcelona, Catalunya, España

- Design the architecture of a Data Base for a new project.
- Detailed achievements:
  - Functional knowledge of public budget management

### Business Intelligence Analyst (Junior)

#### Minsait

July 2018 – July 2021    Barcelona, Catalunya, España

- Application of transformation processes and data loading with PL/SQL.
- Data reporting and visualization using Microstrategy.
- Use of the Oracle Apex tool for the management of master tables.
- Detailed achievements:
  - Functional knowledge of university business
  - Good Knowledge in PL/SQL

## STRENGTHS

Hard-worker    Motivator & Leader

Decision maker    Strategic thinker

Quick Learn Capability

## LANGUAGES

Spanish    ●●●●●●  
Catalan    ●●●●●●  
English    ●●●●●●

## PROGRAMMING LANGUAGES

C++    ●●●●●●  
C    ●●●●●●  
PL/SQL    ●●●●●●  
OpenGL - API    ●●●●●●  
Java    ●●●●●●  
Python    ●●●●●●

LaTeX    Shell Scripting

## TOOLS

MS Office    ●●●●●●  
git    ●●●●●●  
Unity    ●●●●●●  
Unreal Engine    ●●●●●●  
RenderDoc    ●●●●●●  
VTune Profiler    ●●●●●●

## EDUCATION

M.S. in Advanced Programming for AAA Video Games

Universitat Politècnica de Catalunya - UPC  
BarcelonaTech - Talent School

October 2020 - November 2021

B.S. in Computer Science

Universitat Politècnica de Catalunya - UPC  
BarcelonaTech

September 2014 – April 2020

Civilian Instructor Course

International Krav Maga Federation - IKMF

September 2019 – October 2019

## RELEVANT PROJECTS

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### Penteract (in development)

- Game developed in C++ using Tesseract Engine (in house engine)
- <https://github.com/PenteractStudios/Penteract>

### Tesseract (in development)

- Game Engine developed in C++
- <https://github.com/PenteractStudios/Tesseract>

### Path Tracer

- Implemented in C++ for my Bachelor Degree Thesis
- <https://github.com/Jordi-Gil/Path-Tracer>

## INTEREST

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### Develop 3D applications

- High motivation to learn to develop 3D applications (e.g. video games, game engines, medical applications, architectural applications, design, etc.).

## COURSES

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### Introduction to Android - JEDI Academy

**Universitat Politècnica de Catalunya - UPC BarcelonaTech**

📅 February 2016 – February 2016

- Introduction to the development of applications in the Android operating system.

### Introduction to the development of games with Unity3D - VGAFIB

**Universitat Politècnica de Catalunya - UPC BarcelonaTech**

📅 June 2016 – June 2016

- In this course you will start developing video games with Unity3D.

### Design and 3D printing - JEDI Academy

**Universitat Politècnica de Catalunya - UPC BarcelonaTech**

📅 February 2017 – February 2017

- Introduction to 3D model design and 3D printing.