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Jorge Virgos Castejón

I'm a Spanish graphics programmer looking for a new role within my preferred specialization. I am looking to be part of a dynamic and cooperating team where I can fully realize my learning and developing needs. I have learnt a lot since entering the industry – and I look forward to continuing to do so with the right team.

In my year and a half in my first job I have learnt to work with large teams with varying needs. I have worked embedded in teams giving specialized support, while also changing environments rapidly for tasks that needed me and my teammates immediate attention. This variety on the tasks I have worked in has given me a greater insight into the needs of different projects and an ability to work efficiently on differently scaled problems, from visual bugs to implementing new systems.

I have worked on developing new systems inside UE4 and UE5 according to the tech artists specifications, iterating on them to add new features and optimizing them through GPU profiling with PIX and RenderDoc.

March 2021 – Current Date

Associate Graphics Programmer Splash Damage Ltd.

My first job in the industry, I have been assigned to a variety of projects over my more than a year and a half here. The most prominent tasks I have worked on are modifying and extending UE4 and UE5 engine classes, fixing common visibility problems on FPS games, working on global illumination systems and adding new shadowing pipelines to UE5.

My experiences have lent me a deep understanding of the rendering pipelines of UE4 and UE5, learnt to use advanced tools like PIX to their full effect, and have helped me reinvestigate my passion for computer graphics.

2019 - 2020

BSc (Hons) Computer Science for Games Sheffield Hallam University

I finished my studies at Sheffield Hallam, giving me the opportunity to research my personal interests in computer graphics and engine development.

2016 - 2019

HND in Computing and System Development ESAT (Escuela Superior de Arte y Tecnología)

The three years at ESAT were the most formative of my life, and the professional teachers there gave me both the tools and the vision to pursue my passion.



Skills

Programming Languages:

C++, C, GLSL/HLSL shader code, ARM Assembler, C#

3D Graphics APIs:

OpenGL, Vulkan, DirectX 11/12

Engines:

Unreal Engine 4, Unreal Engine 5, Unity 3D

Additional Tools:

Visual Studio, Perforce, Git, PIX, Renderdoc, JIRA.

Languages:

English (Proficiency)

Spanish (Native Bilingual)

Catalan (Native Bilingual)

Education Projects

2020

Vulkan 3D Engine

Sheffield Hallam Final Project

This Vulkan Engine was my undergraduate Final Project, and is an exploration of the Vulkan graphical API, Entity Component Systems and modern graphical effects and techniques.

2019

Avalo Legends

ESAT Final Project

Avalo Legends is a first-person melee (FPM) multiplayer game for PC and for 2 to 4 players on split screen. It is a student showcase project from ESAT Valencia, developed during its 3rd and final year. It had a seven-month development time, and was developed by six programmers, three artists and a team of musicians from the Berkeley College of Music under the moniker Spooky Waffle for Unreal Engine 4.

2018

Crash Data

Ludum Dare 42

CrashData was the game jam project developed for Ludum Dare 42, which theme was «Running out of space». The project was developed by two programmers and two artists.