SEBASTIAN LOPEZ

GAME DEVELOPER

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CANDIDATE PROFILE

I am a team-oriented developer student, hard-worker, and enthusiastic on learning how to make things the best way possible.
I am really focused on Engine and Graphics programming, but I 'm expirienced in Gameplay Pogramming aswell.

COMPETENCES

LENGUAGES
- C/C++
- C#
- GLSL/HLSL
- Python
- Javascript

SOFTWARE
- Unity
- Unreal Engine
- VS / VS Code
- Git / GitHub
- Trello / ClickUp

Spanish	*Native*
Catalan	*Native*
English	*High*

CONTACT INFORMATION

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PROJECT BACKGROUND

ROLE: GRAPHICS PROGRAMMER   FEB-JUN 2020
THE WITCHER: ABT
- Programmed the main Render Pipeline using shaders.
- Made a reference based Unity-like Material System
- Implemented Post-processing Effects + pipeline: Such as Fog, HDR, Gamma Correction and Bloom

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ROLE: PROJECT LEAD   FEB-JUN 2019
FINAL FANTASY: DOWN OF IVALICE
- Leading a team of 7 members to make an Action RPG.
- Implementing the 3 type of enemies of the game.
- Programming of the abilities system and also programmed and co-designed several abilities.

ROLE: ENGINE PROGRAMMER   SEP 2019-JAN 2020
CHRONO STASIS ENGINE: SELF-MADE ENGINE
- Implemented several core features in our engine such as: Render pipeline, Camera Culling, Octree, Mouse Picking, Hierarchy, Bounding Box, etc.
- Implemented high-level particle system with a huge particle configuration editor.

ROLE: IA PROGRAMMER   SEP 2019-JAN 2020
FINAL FANTASY: DOWN OF IVALICE
- Implemented AI Behaviour Trees using Node Canvas.
- Programmed Steering Behaviours for AI movement.

Check out my entire Portfolio

EDUCATIONAL PROFILE

CITM UNIVERSITY - UPC
SEP 2017 - PRESENT
- Bachelor Degree on Video-game Development and Design.