

Ignacio Pascual Viñal

Performance / Graphics / Gameplay

vonflaken.com

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Working Experience

Game Programmer, Starloop Studios.....5/2015 - 8/2016

- Bug fixing & added features to custom Direct3D 11 implementation of Cocos2d-x.
- Gameplay programming.

Web, Android & Unity3D developer, InnevaPharma.....3/2014 - 7/2014

- Developed a human body visualization app it's featured in a spanish TV show.

Front & Backend developer, Giftybit.....11/2013 - 1/2014

- Javascript & PHP developer in a start-up.

Unity3D developer,

Trinit Asoc. Informáticos de Zaragoza.....3/2013 - 6/2013

- Gameplay programming, wrote Unity3D documentation & organized a minor video game tournament event.

Freelance web developer.....1/2012 - Present

U-tad Student Projects

Cut-shumoto.....6/2014 - 10/2014

- Mobile video game built with Project Anarchy engine.
- Encharged of UI programming and slice detection among other stuff.

2D & 3D OpenGL Engine.....11/2013 - 5/2014

- Fixed & shader rendering pipeline.
- Directional, point & spot lights.
- Shadow mapping.
- Skeletal animation.
- GUI widgets.
- Bitmap font rendering, particles system, audio engine, 2d collisions, resources management & custom data structures.

Personal Projects

Vongine.....6/2016 - Present

- 2D OpenGL + SDL engine.

Simple GUI library for Project Anarchy.....8/2014 - 8/2014

- UI animations & handles touch events.

Education

U-tad University Center for Technology and

Digital Art, Madrid, Spain.....9/2013 - 9/2014

Master's degree in Video Game Programming.

Montessori High School, Zaragoza, Spain.....9/2011 - 6/2013

Certificate of Higher Ed. in Development of Multiplatform Applications.

Personal

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[LinkedIn Profile](#)

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Technical Skills

Gameplay Programming

UI Programming

Game Engine

Architecture

Graphics Programming

Simple AI

Math Skills

3D Math

Linear Algebra

Trigonometry

Programming Languages

C / C++

HLSL / GLSL / CG

C#

Lua

Python

Web

HTML / CSS / JS

PHP

Django

AWS

Misc

Git

Scrum

Photoshop