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Víctor Ávila Parcet

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Profile

Enthusiastic and motivated coder with special interest in engine programming and real-time computer graphics techniques. I am always seeking to learn as much as possible from my team, and to provide it with creative ideas, proactivity, and hard work. All of it while sharing my sense of humor with them!

I am currently on my final year at Sheffield Hallam University developing a game in UE4 aimed at PS4 and PC. Apart from this, for my final year project I am developing an extended microfacet material model (adding effects like iridescence, clear coat or anisotropy in a performant way), while integrating it into my own rendering engine. Furthermore, last year me alongside a student team published an UE4 racing multiplayer game called Fuel Renegades.

Skills

Languages	**English** (Fluent), **Spanish** (Native speaker), **Catalan** (Native speaker)
Programming Languages:	**C++**, **C**, **GLSL**, **HLSL**, **ARM Assembly**
3D Computer Graphics:	**OpenGL 3.X / 4.X** (published pbr engine), **DirectX 11** (university projects)
Game Engines:	**Unreal Engine 4** (published game), **Unity3D** (game jams, personal projects)
Other technical skills:	**Visual Studio**, **RenderDoc**, **Git**, **Perforce**, **Video Editing**, **Game Design**

Education

Sheffield Hallam University 2018 – 2019 *(Final year only. Course continued from ESAT, a full degree is given upon its completion)*		
Computer Science for Games	**BSc (Honours)**	*expected FIRST*
Relevant Modules	Final Project 3D Games Prototyping Effective C++ Real-Time 3D	*expected FIRST* *expected FIRST* *expected FIRST* *expected FIRST*
ESAT (Escuela Superior de Arte y Tecnología) 2015 - 2018		
Computing and System Development	**BTEC Level 5 HND**	*DISTINCTION*
Relevant Modules	Final Project 3D Graphics Engine Unreal Engine 4 AI Systems	*DISTINCTION* *DISTINCTION* *DISTINCTION* *DISTINCTION*

Relevant Experience

Game Programmer
Modular Souls
Oct 2017 – Jul 2018

I work in the game Fuel Renegades forming part of a student studio inside the university. Fuel Renegades is an arcade multiplayer racing game made in Unreal Engine 4. It is published in Steam. These are my main contributions:

- Full implementation of the player vehicle movement mechanics with special emphasis on its feeling and speed.
- Proper use of UE4 substepping system to achieve solid gameplay performance and framerate independent physics across computers with a wide range of specs.
- Implementation of several post processing effects, UI design including the Main Menu and making of the video trailers for the game.

More details of my work in the game in my portfolio.

References available on request