

# Javier Gimenez

## Tools Programmer

I am a tools programmer at Creative Assembly working on the Total War franchise. I have always like developing editors and improve workflows of others. I have extensive experience in C++, Multi-Threading, UI Design, Graphics, and other related areas. I hold a degree in Computer Science with a focus on game development from Digipen Institute of Technology.

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## EDUCATION

### B. S. Computer Science in Real-Time Simulation Digipen Institute of Technology Bilbao

2016 - 2020

## PROFESIONAL GAME PROJECTS

### Tools Programmer Unannounced Projects

*Creative Assembly*

- Develop an inmediate mode UI framework for the new set of editors to use
- Create the new set of editors, animation, shader graph, audio editor
- Work alongside artists to improve their workflow and fix their issues

### Tools Programmer Total War: Warhammer 3

*Creative Assembly*

- Extend and maintain editors: animation editor, shader graph, UI editor, core libraries etc
- Debug and help users with issues on our editors
- Improve existing workflows

### Associate Tools Programmer Total War: 3 Kingdoms [↗](#)

*Creative Assembly*

- Add features and debug with animation editor
- Improve workflows for the animation team

## STUDENT GAME PROJECTS

### Tools Programmer (2019 - 2020)

*Quest 4 Papa - Unreal Engine 4*

### Engine Programmer (2018 - 2019)

*Seed Quest - Custom Engine C++*

### Engine Programmer (2017 - 2018)

*Jera - Custom Engine C++ (Published on Steam)*

## SKILLS

C++

C

Python

GLSL

Perforce

Git

Unreal Engine

Unity

Visual Studio

Jira

## PERSONAL PROJECTS

### 3D Graphics Engine

*PBR deferred and forward shading, SSR / SSAO / FXAA*

### 3D Animation Framework

*Bezier/Hermite/Catmull curves and CCD/FABRIK IK solver*

### 2D Rotational Physics Framework

*Inertia computation / Polygon solver / Quadrees*

### 2D Driving AI with Deep Neural Networks

*Cuda with Tensorflow / DQN Learning*

### Custom C++ Parser for Game Engine

*Tokenizer / Expression Graphs / Code generation*

### P2P Simple File Sharing application

*Networking / TCP / UDP / Multithreading / Client-Server*

### Portfolio Website

*HTML5 / CSS / Bootstrap 4*

### Call of Duty Zombie Custom Maps

*Old Radiant Toolset and lots of love*

## LANGUAGES

English

*Full Professional Proficiency*

Spanish

*Native or Bilingual Proficiency*

Catalan

*Native or Bilingual Proficiency*

## CERTIFICATES

(CAE) Cambridge Advanced C1