

Ernesto Rojo Jr
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Technical Skills

Platforms: Windows, Mac OSX, WP7

Languages: C/C++ (7 years), C# (< 2 years), GLSL (< 1 year), PL/SQL (< 1 year)

APIs: XNA, OpenAL, OpenGL, DirectX

Software: Visual Studio, Unity 3D, XCode, TortoiseSVN

Work Experience

Trax

Junior Interface Programmer

Miami, FL
February 2011 – Present

- Create new or modify existing web services using XML
- Create interfaces for web services using PL/SQL

Firebeard Studios

CEO & Game Programmer

Norton Shores, MI
November 2010 – Present

- Responsible for business aspects involved in running a small studio
- Create mobile games for Windows Phone 7 using XNA
- Create mobile games for Android and iPhone using Unity 3D

School Zone Publishing

Multimedia Programmer

Grand Haven, MI
June 2008 – November 2010

- Create new software for PC, Mac, and iPhone using Unity 3D
- Maintain existing proprietary cross-platform code base
- Update gameplay mechanics to engage and entertain kids
- Work closely with artists to polish games
- Work closely with QA specialists to find and fix bugs

Projects

Catmull-Rom Demo

Programmer

- *Created a demo in Unity Basic using C#*
- *Camera circles around a model following a predetermined path*
- *Pathing was implemented using Catmull-Rom algorithm*

Golden Scholar Club: Start to Read

Multimedia Programmer @ School Zone Publishing

- Series of free apps that were designed to be read as books
- Developed in Unity Pro using C#
- App was implemented using old movie assets from other products which lead to...
- Implemented a plugin that decodes a MNG file and renders to a texture. This was implemented to overcome the lack of functionality of movie playback in the Unity software. This allowed us to have more control over rewinding and fast forwarding
- Implemented GUI and playback options (next page, previous page, narrator, etc)

My First Movies: Animal Antics

Multimedia Programmer @ School Zone Publishing

- Simple movie watching app
- Developed in Unity Advanced for iPhone using C#
- Implemented Menu and swipe gestures

Ziggurat Six

Programmer(Student) @ Full Sail University

- Developed an adaptive 3D positional sound system using OpenAL
- Created menus and HUD using Lua
- Created shaders in GLSL

Plague of the Zombies

Programmer(Student) @ Full Sail University

- Created tile engine in DirectX
- Created tile editor using DirectX in MFC

Education

Full Sail University
Bachelor of Science in Game Design & Development

Winter Park, FL
November 2007

Additional Information

- Game Developers Conference Associate
- Fluent in English and Spanish
- Fast Learner
- References available upon request