

CURRICULUM VITAE

Personal information

Name and surname: Javier Calet Toledo
E-mail: caletbak@gmail.com
Personal portfolio WEB: <http://www.caletbak.com/>

Academic degrees

**Master, Videogames creation
2006 – 2007** Pompeu Fabra University (UPF)
Master thesis: videogame Fear No More

**Computer Science Engineer
2001 – 2005** Mathematics Faculty. Barcelona University (UB)
Master thesis: 3D interactive world project

Professional experience

November 2010 – Nowadays **Geniaware srl** (<http://www.geniaware.com/>)

Responsible of the audio engine, Scaleform integration (audio and UI graphics tasks), and rendering tasks related to Gamebryo: animation system wrapper, and a full SpeedTree 5.2 and Speedgrass integration. I have also designed and developed the Replay system. Tasks for improving and maintaining the 3D Gamebryo design tool Scene Designer.

Role: Core Programmer for X360/PS3/PC
Tasks: Audio Engine | Scaleform / Gamebryo / SpeedTree integration
Technology: C++ | Gamebryo | Scaleform GFX | FMOD | SpeedTree 5.2 | XML | AS2.0
- Environments: VS 8.0 C++ | Gamebryo Scene Designer | SpeedTree Modeller
Adobe Flash CS5 | FMOD Designer
- Others: Tortoise SVN

Cross-platform (PC/X360/PS3) AAA Lords of Football title:
<http://www.lordsoffootball.com/>

August 2009 – Nowadays **Freelance (own games)**

I am developing several games for the Android Market. I have published three games at the moment. It was necessary to create a complete 2D engine, specific tools and NDK support. For future games, I have developed a 3D shading engine too.

Role: Programmer, designer, artist, musician
Tasks: Engine | Gameplay | Tools | Music | Graphics
Technology: Android 1.6 - 2.2 | Java
- Environments: Eclipse | NetBeans
- Others: Tortoise SVN

Galaxy Breakout (August 2010)

- Game logic | Game and menu graphics | Music | NDK | Modified Box2D

Sudoku Game Series and Kakuro Game Series (October 2009)

- Android engine | Game logic | Sudoku & Kakuro generator | Game & menu graphics | Music

Tool : Custom font creator for Android

February 2008 – July 2009

Bit Managers (Virtual Toys Barcelona Studio)

Responsible of UI programming, Wi-Fi communications, game flow, and gameplay in two DS games published by Ubisoft. I programmed UI and Wi-Fi tools and was working in the 3D engine on one of these games.

Role: Senior Programmer for Nintendo DS
Tasks: Gameplay | Engine | Wi-Fi | Tools programmer
Technology: C++ | Nitro-SDK | Nitro-System | Java | XML
- Environments: Codewarrior C++ | Nitro-Debugger | NetBeans
- Others: Tortoise SVN | Syncro SVN

Planet Rescue: Animal Emergency for DS (published by Ubisoft at 27/11/2008)

- 2D and some 3D minigames | Game flow and game logic | User Interface engine | Wi-Fi communications | FX Effects

Ener-G Horse Riders for Nintendo DS (published by Ubisoft at 8/10/2008)

- 3D race engine | Game flow | User Interface engine | Wi-Fi communications | FX effects

Tool: UI creator for Nintendo DS/iphone games in Java/NetBeans

- Nitro Character file decoding | XML Exporter | Intuitive and powerful interface

June 2005 – June 2006

Microjocs Mobile (Digital Chocolate)

Responsible of UI programming, game flow, gameplay, and the creation of a 2D vectorial graphics engine for mobile devices. I was the programmer of Movistar Racing 3 and before that I made porting tasks in several mobile games. It was necessary to create a tool in Java to designing the race maps.

Role: Junior Programmer for Mobile Devices
Tasks: Gameplay | Engine | Java Porting | Tools Programmer
Technology: Java | Mascot Capsule V3 | JSR184 | Ant | XML
- Environments: Eclipse | NetBeans
- Others: Tortoise CVS | Mantis Bugtracking

Movistar Racing 3 (published by Telefonica-Movistar at 2006)

- 3D and 2D vector graphics engine | Game flow and game logic | AI | FX Effects

Tool: Circuit race editor in Java

- SVG file importer | Vector graphics | Circuit section edition | Real-time circuit view

Technical skills

- **Analysis and Design:**
 - **UML** (Rational Rose, MagicDraw UML, Omondo UML)
 - Control version tools (CVS, SVN)
 - Object oriented analysis, design and programming (**OOA, OOD, OOP**)
- **Code languages and environments:**
 - Languages: **C | C++ | C# | HLSL** | Java JSE/JEE/J2ME
 - Scripting: **LUA** | Python | Perl | **Ruby** | 3D MaxScript
 - Others: x86 assembler | XML | VB 6.0
 - Environments: Visual Studio .NET, Eclipse, NetBeans, CodeWarrior
- **Proficient in:**
 - **Render engines** programming: **Deferred or immediate** rendering experience | Scene management rendering | Models and scenes exporter/importer | UI | **HLSL effects | HDR effects**
 - **Gameplay** programming: Logic events | Camera programming | Player control | Collision detection and solving | Pathfinding algorithms | AI | Game flow.
 - **Tools** programming: 3D Max scripts and plugins | Game data packers | Custom fonts creators | Game engine.
- **Graphic APIs and platforms experience:**
 - **DirectX 9.0c**
 - Deferred Shading engine with SSAO, HLSL AA, Parallax, Stencil culling light volumes, HDR, multi-threaded environment, dynamic content loading and destruction. **C++ and HLSL.**

- Fear No More videogame: final Master thesis. 3D Max models and scenes exporter, 3D shading engine, game logic, collision detection and solving, game flow, AI, UI programming, player controls and kinematics engine. **C++ and HLSL**.
- Heightmaps: generator and viewer of complex heightmaps with multiple resolutions. **C++ and HLSL**.
- **OpenGL**
 - University final thesis: 3D interactive world. Design and create a world with the 3D editor included in this project. You can also program the behaviours of the world objects with an intuitive user interface. **C and GL1.3**.
 - **AI A*** pathfinding test: programming test in which two opposite sides try to conquer the rival flag. **C and GL 1.3**.
- **XNA 3.0**
 - Rendering engine for X360 and PC. Multi-threaded environment and dynamic content loading. **C# and XNA**.
- **Android 1.6 – 2.2** and Android Market
 - Galaxy Breakout: arkanoid-style game published in August 2010. It uses **NDK** for the **box2D** collision library.
 - Sudoku & Kakuro Game Series: two games published in 2009. It was necessary to create a game engine and solving the first Android devices performance issues.
- J2ME libraries for mobile game development (MascotV3, Java 3D JSR184).
- **Other skills:**
 - 3D and 2D design: Adobe Photoshop CS2 | Paint Shop Pro | 3D Studio MAX
 - Sound edition: Propellerhead Reason 5.0 | Adobe Audition
- **Education complements:**
 - 2004 – 2005: “Graphic Software” university subject: 3D graphics concepts and OpenGL API.
 - 2004 – 2005: 60 hours in “**Team working and Project Management**”
 - Dec, 2005: I made a conference at UB University about game programming.

Languages

- **English:** fluent spoken and written English
- **Spanish:** mother tongue
- **Catalonian:** mother tongue
- **Italian:** basic skills
 - Feb 2009 – Dec 2009: Intensive English course in the Callan School of English (Av. Diagonal, Barcelona)

Further information

I have got a portfolio web where you can see my game programming experience. There are several projects I have developed, including downloads and HD videos:
<http://www.caletbak.com/>