

HÉCTOR BÁSCONES ZAMORA

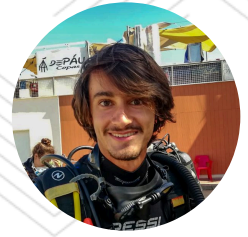
Junior Programmer | Game Designer

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✉ hekbas@gmail.com

📍 Barcelona, Spain



SUMMARY

With comprehensive hands-on experience in engine and game development and a creative track record in 3D design, I'm poised to contribute and grow in a variety of fields.

EXPERIENCE

Systems Programmer

Shadow Wizard Games Studio

📅 01/2024 - 06/2024 📍 Barcelona, Spain

- Built core modules from the ground up for The One Engine, used to develop Alien: Nemesis.
- Implemented an Animation system from scratch, working alongside the art department to speed up the development process.
- Engineered the Rendering and Post Process pipeline to manage 2D and 3D rendering concurrently with a variety of shader effects.
- Streamlined TheOneEngine built in Editor, offering a pleasant user experience.

PROJECTS

The One Engine

📅 09/2023 - 01/2024 📍 Barcelona, Spain

🌐 <https://github.com/CITM-UPC/TheOneEngine>

- Lead the design of the engine architecture, establishing a solid base with **SDL**, **OpenGL** and **ImGui**. Kept a maintainable codebase during the whole project.
- Implemented multi viewport rendering, ECS, model and texture import, transform and game object hierarchy, unity like camera controls, mouse picking and frustum culling.
- Developed custom file formats for scene serialization, later used for loading/saving purposes.

EDUCATION

Bachelor's degree in Video Game Design and Development

Image Processing and Multimedia Technology Center (UPC)

📅 09/2021 - Present 📍 Barcelona, Spain

Baccalaureate in Science and Technology

Pare Manyanet Les Corts

📅 09/2015 - 09/2017 📍 Barcelona, Spain

MY WORK



Portfolio

<https://hekbas.github.io/Portfolio/>



GitHub

<https://github.com/Hekbas>

SKILLS

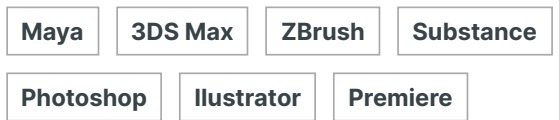
Programming Languages



Frameworks, APIs & Libs



Art & Design



IDEs



LANGUAGES

Spanish

Native



Catalan

Native



English

Proficient

