



Andrés Valencia Téllez

Graphics Programmer

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Skills

- Broad experience and knowledge of the algorithms, tools, APIs (**D3D11 / 12, OpenGL / Vulkan, WebGL 1.0 / 2.0, Metal 2**) and 3D Math involved in the field of **Graphics Programming**.
- Comfortable with different programming paradigms and languages, such as **C++, C#, Java, Javascript** and more.
- Experience using and modifying industry-standard game engines, such as **Unity** and **UE4**.
- **VR Development** experience (both on the application side and HMD side).
- Multidisciplinary skills in other areas of the video game creation pipeline, such as **Gameplay Programming, Game Design** and **3D Modelling**.



VISUAL STUDIO



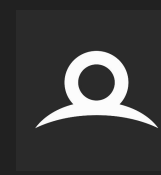
UNITY



UE 4



XCODE



RENDERDOC

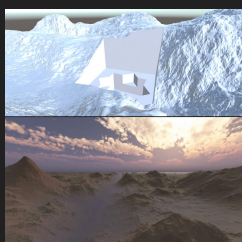


PHOTOSHOP

Experience

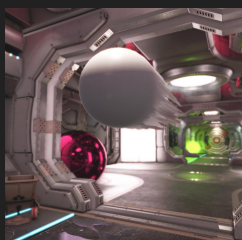
- **2015: Junior Researcher** in the field of procedural path-constrained terrain generation at **Jaume I University** (Castellón, Spain).
- **2015:** Volunteer in **CEIG 15**, the **Spanish Congress of Computer Graphics**.
- **2016:** Intern at **Digital Dreams** (Utrecht, NL)
- **2017:** Graphics Programmer at **Confetti Inc.**

Notable Projects



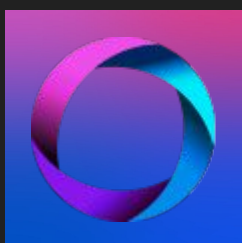
INTERNSHIP PERIOD

During my time in the awarded dutch indie studio Digital Dreams, I developed a few technical prototypes for their upcoming unannounced game, exploring techniques from terrain generation to volumetric rendering and real-time boolean operations.



BACHELOR'S THESIS

My bachelor's thesis was focused in the research and implementation of some of the most common post-processing techniques used by games (such as Depth of Field, SSAO, Color Grading, Tone Mapping, and more). I'm really proud of the results, and it was really well received by both my professors and fellow students.



CONFETTI INC.

Worked for a year at Confetti Inc., a real-time graphics outsourcing company led by Wolfgang Engel (Red Dead Redemption, GPU Pro). Had the opportunity to work on some amazing projects (StarVR HMD SDK, Amazon's Sumerian PBR pipeline, The Forge's rendering framework, etc.) which consolidated my graphics programming skills in a professional scenario.

Academics

- **2012-2016:** Bachelor's Degree in **Game Design and Development**, at **Jaume I University** (Castellón, Spain).
- **GPA:** 3'65
- **Excellent with Honours** grades in:
 - 2D Design
 - Mathematics II
 - Web Game Design and Development
 - Hyper Media Narrative and Video Games Analysis
 - Theory and Practice of Audiovisual Productions
- **Bachelor's thesis:** [Implementation of different post-processing effects and NPR techniques using Unity3D \(9'5/10\)](#)

About Me

- Born in **La Línea de la Concepción**, one of the southernmost cities of **Spain**.
- Lover of the **original, different** and **bold**.
- **Hardworking** and **passionate** person: I firmly believe that you have to love and enjoy your job.
- **Interests:**
 - Exploring the inherent **narrative power of video games**.
 - **Travelling** and getting to know **new cultures**.
 - Illustration, animation, comics, movies... **ART!**