

RICARDO LORETO RODRÍGUEZ

Game programmer

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@Richi_Rloret

I am an enthusiast games developer. I have worked in academia and in industry. I consider myself a hard-working and quick learner person who is up for any kind of challenge.

EXPERIENCE

Graphics Researcher

Jaume I college

Feb 2016 – Sep 2018

Castellón, Spain

- Reverse Engineer to obtain the interlacing pattern for an 8 view autostereoscopic 3D Television,.
- Autostereoscopy and games.

Game programmer

Catness Game Studios (Paynopayn)

Jan 2017 – Jul 2017

Castellón

- Pathfinding implementation.
- Basic agent mechanics.

Generalist programmer

Starloop Studios

Oct 2018 – Current

Lleida

- Unity generalist programmer
- Specialized in graphics.

PROJECTS

Interactive Visualization for serious Games

University of Jaume I

2 year(Feb 2016- Sep 2018)

- Project code: P1.1B2014-37 <https://tinyurl.com/y9guhyge>
- Paper: <http://ceur-ws.org/Vol-1957/> (ISSN 1613-0073)

Modern Pipeline OpenGL graphics engine:

Madrid

2018

- Modern OpenGL Engine:
https://github.com/Rloret/Render_Engine

Undisclosed projects

Starloop Studios

Oct,2018-present

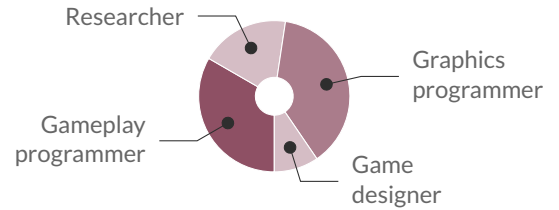
- I am a generalist programmer at starloop. My work here focuses mainly in creating gameplay codebase and as a consultant for modern rendering issues.

LANGUAGES

Spanish
English



TECHNICAL SKILLS



C#

Unity

OpenGL

C++

CUDA



MOST PROUD OF



CoSECiVi 2017 talk

AUTOSTEREOSCOPY AND GAMES
IN NATIONAL CONFERENCE



EXCELLENCE ACADEMIC AWARD
ERNEST BREVA 2017 AND BEST
THESIS MARK OF PROMOTION,
UNIVERSITAT JAUME I



AWARD TO THE BEST NARRATIVE
DESIGN - OCULUS 2015,
UNIVERSITAT JAUME I



ACCESIT AWARD BEST GAME AND
DATABASE DESIGN PROPOSAL
2015, UNIVERSITAT JAUME I

EDUCATION

B.Sc. in Design and Development of
video games

Jaume I, Castellón

Sept 2013 – July 2017

Thesis title: 3D Polygonal Mesh Fracture
Plugin A Tetrahedra Clustering Approach

MSc Computer Graphics, Video
games and Virtual Reality

Rey Juan Carlos I

Pending Thesis