

RICARDO LORETO RODRÍGUEZ

Game programmer

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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

Junior 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, also known as 3D glasses-free TVs.
- Research about autostereoscopy and games.

Game programmer

Catness Game Studios (Paynopayn)

Jan 2017 - Jul 2017

Castellón

- Pathfinding implementation.
- Basic agent mechanics.

PROJECTS

Interactive Visualization for serious Games

University of Jaume I

2 year(Feb 2016- Sep 2018)

Developed a system in a commercial game engine to create interlaced images in real-time to be displayed on an 8-view autostereoscopic TV. This project concluded in a paper written for the Spanish national congress in Videogames (COseCiVi) and a pending publication.

- Project code: P1·1B2014-37 <https://tinyurl.com/y9guhyge>
- Such paper can be seen here:
<http://ceur-ws.org/Vol-1957/> (ISSN 1613-0073)

3D Polygonal Mesh Fracture Plugin: A Tetrahedra Clustering Approach

University of Jaume I

1 Semester

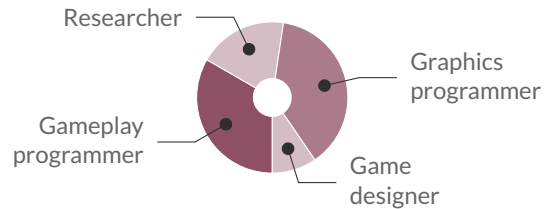
As my final degree project, I chose to make a fracture plugin for Unity that uses Delaunay tetrahedralization to perform the fracture. Thesis available: <https://tinyurl.com/y84hc12b>

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