

# ADRIAN RODRIGUES

Graphics Programmer



## CONTACT INFO

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**GitHub:** <https://github.com/adrianrodriguesm>

## SUMMARY

Graphics Programmer with skills in C++, C#, and graphics APIs like OpenGL and Vulkan. I also speak fluently Spanish, Portuguese, and English.

## EDUCATION

**Master's in Computer Science and Engineering**  
– Instituto Superior Tecnico – Lisbon (Portugal)

*Dates 2019 - 2021*

- Specialized in Game Development and Interaction/Visualization.
- **Relevant skills:** C++, C#, OpenGL, Unity, GLSL.

**Bachelor's in Computer Science and Engineering**  
– University of Lisbon – Lisbon (Portugal)

*Dates 2016 - 2019*

- **Relevant Skills:** Java, C, JavaScript, Python, HTML, CSS, SQL, Jira, Git.

## SKILLS & ABILITIES

- Skilled in **C++** and **C#**, and capable of programming clean, scalable, and well architecture code.
- Spent the last 3 years developing graphics applications using **Vulkan** or **OpenGL** and creating photorealistic and non-photorealistic rendering techniques through **GLSL** shaders.
- Experience developing game prototypes in **Unity** and **Unreal Engine**.
- Capable of reading documentation, research, and digging into third-party source code in order to created new features.
- Proficiency in technologies like **RenderDoc**, **Git**, and **Visual Studio**.

## RELEVANT EXPERIENCE

**Developer, Freelance Unreleased Mobile Game, Unity)**

*Dates 2019 – 2021*

- Designed and architected the PCG algorithm that generates the levels.
- Programmed an audio system in C# that supports Wwise and optimize it by reducing the size of cache data used at run-time, and the size of the build.
- Worked alongside artists, sound designers, and level designers where I was in constant communication with them in order to explain to the limitations and requirements of the system.

## OTHER ACCOMPLISHMENTS

- Spent the last year creating a real-time renderer from scratch using Vulkan and C++ that showcases several photorealistic techniques mainly created through GLSL.
- Built two game engines from scratch in OpenGL and C++, featuring various visual effects like particle system, bloom, cel-shading, etc.
- Developed an off-line distributed ray-tracer at CPU level using C++, and a progressive path-tracer using shadertoy.
- Implemented a game prototype in Unity from scratch for my Master's Thesis that procedurally generates an environmental storytelling from scratch using a multi-agent simulation.
- Participated in 2 Game Jams as a Unity developer. Volunteered as a staff member in one of them.
- Created 2 game prototypes in Unreal Engine.