

# CURRICULUM VITAE

## Personal Information

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### JAVIER CALET TOLEDO

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Portfolio WEB: <http://www.caletbak.com/>  
Birth Date: April 28<sup>th</sup>, 1981

## Academic Degrees

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- **Master, Videogames Creation**  
**2006 - 2007**  
Pompeu Fabra University (UPF)  
Master thesis: Fear No More
- **Computer Science Engineer**  
**2001 – 2005**  
Barcelona University (UB)  
Master thesis: 3D Interactive World

## Professional Experience

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### UBISOFT BARCELONA ( [www.ubi.com](http://www.ubi.com) )

[December 2013 – Present]

- **Expert Tech Programmer**
- Complete building system from scratch for iOS, Android and Windows. Auto generation of all the necessary projects in XCode, VS2013 and Eclipse/MakeFiles in Android.
- Codebase engine programming: cross-platform native code for all mobile platforms.
- New unannounced and cross-platform project using Unity3D.
- Unity3D, VS 2013, XCode, Assimp, Freetype, Tortoise SVN

**Galaxy Life: Pocket Adventures** ( <https://www.facebook.com/GalaxyLifePocketAdventures> )

**Battle of Heroes: Land of Immortals** ( <https://www.facebook.com/battleofheroes.ubisoft> )

### NATURALMOTION LTD ( [www.naturalmotion.com](http://www.naturalmotion.com) )

[September 2012 – October 2013]

- **Senior Tech Programmer for Mobile (Android/iOS) - (Oxford Studio)**
- Codebase engine programming: cross-platform native code for all mobile platforms.
- GLES2.0 shaders programming: graphics engine, shadows and self-shadowing code.
- Specific Android implementations: GLSL optimizer, Facebook, Twitter, Marketing APIs, etc
- VS 2010, VS\_Android, XCode, FMOD, Tortoise SVN

**Clumsy Ninja** ( <http://www.naturalmotion.com/clumsy-ninja> )

**CSR Racing** ( <http://www.naturalmotion.com/csr-racing> )

### GENIAWARE SRL ( [www.geniaware.com](http://www.geniaware.com) )

[November 2010 – November 2011]

- **Core Programmer for PC / X360 / PS3**
- Gamebryo Animation System Wrapper for adding animation sounds and creating the game match replay
- SpeedTree/SpeedGrass 5.2 and Scaleform integration within our Gamebryo rendering system
- Audio Engine using FMOD Designer and FMOD Ex
- I have also done some tasks in order to improve and maintain the Gamebryo Scene Designer
- VS 9.0 C++, Gamebryo Scene Designer, SpeedTree Modeller, FMOD Designer, Adobe Flash CS5, Mantis, XML, AS2.0, Tortoise SVN

**Lords of Football** ( [www.lordsoffootball.com](http://www.lordsoffootball.com) )

I have got a portfolio web where you can see all my game programming experience. I include downloads and HD videos:

<http://www.caletbak.com/>

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## FREELANCE

[August 2009 – Present]

- **Android Programmer and Artist**
- I have published three games for the Android Market.
- Complete 2D Engine, gameplay and gameflow, music composition and graphics.
- NDK programming for supporting Box2D physics library.
- Android 2.2, NDK, Box2D, Eclipse Java and Tortoise SVN.

**Galaxy Breakout** ( August 2010 )

**Sudoku & Kakuro Game Series** ( October 2009 )

## VIRTUAL TOYS ( [www.virtualtoys.net](http://www.virtualtoys.net) )

[February 2008 – July 2009]

- **Senior Programmer for Nintendo DS**
- UI, Wi-Fi communications, game flow, 3D engine and gameplay in two Ubisoft Nintendo DS games.
- I created a secure Wi-Fi communications interface for sharing data between DS consoles.
- Codewarrior C++, Nitro-SDK, Nitro-System, Nitro-Debugger, NetBeans Java, Tortoise SVN, Syncro SVN and XML.

**Planet Rescue: Animal Emergency** ( November 2008 )

**Ener-G Horse Riders** ( October 2008 )

## DIGITAL CHOCOLATE ( [www.digitalchocolate.com](http://www.digitalchocolate.com) )

[June 2005 – June 2006]

- **Junior Programmer for Mobiles**
- Eclipse and NetBeans Java, Mascot Capsule V3, JSR184, Mantis, Ant, XML, SVG file importer, Tortoise CVS.

**Movistar Racing 3** ( Telefonica-Movistar 2006 )

## Technical Skills

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- **Analysis and Design**  
UML (Rational Rose, MagicDraw UML, Omondo UML)  
Control version tools (SVN, Git)  
Object oriented analysis, design and programming  
Used to Agile environment, daily Scrum meetings
- **Code languages and environments**  
VS .NET | Unity3D | Eclipse | NetBeans | CodeWarrior  
C | C++ | C# | HLSL | GLSL | Java JSE/JEE/J2ME  
LUA | Python | Perl | Ruby | 3D MaxScript | XML | Json
- **APIs experience**  
DirectX11, OpenGL, XNA 3.0, Android, J2ME
- **Proficient in**  
Rendering (Deferred / Forward)  
Gameplay (camera, AI, game logic, physics)  
Tools (3DMax plugins, data packers, game engine)
- **Graphic and sound design**  
3D Studio MAX | Adobe Photoshop CS2 | FMOD  
Designer | Propellerhead Reason 8.0 | Adobe Audition
- **Education complements**  
"Graphic Software" university subject (2004 - 2005).  
"Team working and Project Management".

## Languages

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- English: fluent spoken and written English. I did an intensive course in the Callan School of English (Feb 2009 – Dec 2009)
- Spanish and Catalanian as mother tongues. Italian only basic skills.

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