

CURRICULUM VITAE

Personal Information

JAVIER CALET TOLEDO

E-Mail: caletbak@gmail.com

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

Birth Date: April 28th, 1981

Academic Degrees

- **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

UBISOFT BARCELONA (www.ubi.com)

[December 2013 – Present]

- **Expert Tech Programmer**
- Technical Lead in Might & Magic: Elemental Guardians (iOS/Android) game based in Unity3D
- Complete middleware tech framework with building system for iOS, Android and Windows. Auto generation of all the necessary projects in XCode, VS2013 and Eclipse/MakeFiles in Android. Shared with other projects in the studio.
- Implementation of ARKit/ARCore, chat, custom shaders, memory and performance profiling.
- Complex systems and tools to be used by gameplay programmers or by marketing team: game actions editor, video creator, dynamic game events done with server people, etc.
- Unity3D, VS 2013, XCode, Android Studio, Git flow, JIRA, Kanban, Agile Scrum

Might & Magic: Elemental Guardians (<https://www.facebook.com/MightAndMagicEG/>)

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

NATURALEMOTION LTD (www.naturalemotion.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, JIRA, Kanban, Agile Scrum

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

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

GENIAWARE SRL (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., FMOD Designer, Adobe Flash CS5, Mantis, XML, AS2.0, SVN

Lords of Football (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/>

CURRICULUM VITAE

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)

[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)

[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

- **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

- 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.

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/>