



Jose Manuel Gomez

Game Developer

ABOUT ME

I am a passionate video game programmer and real-time graphics engine developer who constantly seeks new challenges to expand my knowledge. My approach is centered around learning and growing alongside my team, contributing creative ideas, and working to achieve established goals.

I am also deeply passionate about the world of artificial intelligence, and recently, I have been working with advanced models such as GPT-3.5 and GPT-4, as well as client-side models like Whisperx and Bert. My experience in game development and my strong interest in AI allow me to blend the best of both worlds to create innovative gaming experiences.

In my free time, I enjoy creating small prototypes of concepts that pique my curiosity, such as exploring the impact of artificial intelligence in video games. This can result in, for example, creating an agent capable of making autonomous decisions or experimenting with techniques like ECS to enhance the performance of the graphics engine. What begins as a simple project to satisfy my curiosity can evolve into an exciting weekend endeavor where I seek new ways to innovate and learn in my field

CONTACT

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SOCIAL MEDIA

Twitter
www.twitter.com/josemgmz

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WORK EXPERIENCE

LEAD GAME DEVELOPER / 11/2020 - Present

Valencia, Spain - Kokoro Kids / Apolo Kids

Programmer of an app for children's cognitive intelligence development through video games:

- Development of games in Phaser 2 (HTML and JavaScript) and the application using Cordova and Vue.
- Identification of performance issues in the Cordova app and the development of an MVP in Unity Engine for the application, followed by a port of the app from Cordova to Unity, significantly improving performance and reducing the crash rate of the application.
- Development of new Unity C# games and porting of Phaser games.
- Technical leadership in the game development team.
- Backend development of the app, focusing on business logic development and bug resolution.
- Deployment of AssetsBundle and API using AWS services.
- Implementation of artificial intelligence technologies using GPT-3.5 and GPT-4.

2023

LEAD GAME DEVELOPER / 06/2023 - 11/2023

Valencia, Spain - NoSpoonLab

Programmer of an AI-based detective game MVP, where you can engage in free-form conversations with NPCs.

- Development of the UI to enhance the user experience in the game.
- Successful integration with GPT-3.5 and GPT-4 for real-time natural language analysis in the game.
- Integration of on-device execution AI models like Whisperx and BERT to enhance NPC intelligence..
- Creation of an architecture that significantly expands the memory and capabilities of NPCs, enabling them to reflect emotions, contemplate thoughts, and make decisions that impact the game world.

2023

GAME PROGRAMMER / 09/2019- 07/2020

Valencia, Spain - ESAT - AngryAvocado

I was part of a multidisciplinary team during my final year of university in the development of the game "Sun Warriors," a local and online multiplayer shooter in Unreal Engine 4.

My primary contributions included:

- Implementation of network systems for object replication, game logic, VFX, animations, and real-time movement synchronization, both for local and online multiplayer.
- Development of an intermediate API to integrate Steam's API with Unreal Engine 4 for the matchmaking lobby system.
- Creation of the foundational character animation system and the implementation of real-time physics-based animations for the enemies.

2020



PROFICIENCY & SKILLS

C, C++, C#, ASSEMBLY, GLSL, SQL QUERY, HTML TYPESCRIPT,
PYTHON, KOTLIN HLSL, OPENGL JAVASCRIPT VUE

UNITY ENGINE UNREAL ENGINE AWS DEVELOPER IA, GPT, TENSORFLOW UNITY SENTIS

SPANISH (NATIVE SPEAKER) - ENGLISH (INTERMEDIATE)



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EDUCATION

ESAT / 2017 - 2020

Escuela Superior de Arte y Tecnología
Valencia, Spain

HND Computing - BTEC Level 5 HND Relevant Modules:

Application Programming Interfaces (DISTINCTION)
Advanced Rendering & Visualisation (DISTINCTION)
Games Engine & Scripting (DISTINCTION)
Data Base Design & Development (DISTINCTION)
App Development Mobile Framework (MERIT)
ARM Architecture (MERIT)

2020

Más información sobre mi trabajo en:
<https://josemgmz.github.io/>