

# Jorge C. Capote

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## Iron Galaxy Studios - (10/14 - Present)

- Killer Instinct - General/UI development using C++, Lua, and Actionscript

## Let Go Interactive - (10/13 - 10/14)

- Mobile/cross platform game development using Unity on iOS, Android, Windows, and OSX using C#, Objective-C, and Java.
- Established an independent game development company with a small team.

## EA Tiburon - Madden (2/13 - 10/13)

- Worked with both the UI and Presentation groups on game code using C++, UI using Actionscript 2, and tools in C# and XML.
- Multiplatform development on Xbox One, Playstation 4, Xbox 360, and Playstation 3

## Independent Multi-platform Games (8/12 - 2/13)

- Developed cross-platform game framework in Actionscript 3 and Adobe Air
- Developed projects and prototypes for PC, browser, iOS, and Android using Actionscript 3 in Flash and C# in Unity
- Managed collaborative team-based projects

## EA Tiburon - NBA Live (9/11 - 8/12)

- Worked with the UI/Modes team to develop, build, and animate the user interface using Actionscript 2
- Worked in C++ codebase to develop game code to support the user interface
- Worked closely with other designers and artists to finalize user interface designs

## Monster Media, LLC. (1/11 - 9/11)

- Developed interactive advertising experiences using cutting edge human interface devices
- Worked with single-touch, multi-touch, optical and laser based input devices as well as 2D and 3D camera tracking
- Recreated a "life-sized" demo of Cut The Rope for EA Mobile, developed a green screen photo booth for Showtime at the MGM Grand using real-time image processing, and made interactive ads for Microsoft, Pepsi/Doritos, and many other "AAA" clients

## 360ed, Inc. - Biology Mini-games (8/10 - 1/11)

- Created five educational games for a McGraw-Hill online biology curriculum in Flash using Actionscript 3
- Puzzle game, 2D shooter, isometric action/puzzle game, create-a-monster game, 2d race/exploration game
- Voiced the announcer for all games and performed other misc. voice work

## Thesis Programming Project (5/10-8/10)

- Implemented and documented various advanced shader techniques as described in ShaderX 7 using HLSL and ShaderFX in the Gamebryo engine

## Shadows of Abigail - Capstone Game Project (1/10 - 8/10)

- Graphics/Shader programming (dynamic lighting, real time and baked shadows, depth of field, light bloom)
- Gameplay scripting in Lua
- Supporting character voice work

## **Technology Experience:**

### Platforms/engines:

Xbox One, PS4, Windows, Unity, Flash, Xbox 360, PS3, Xbox, Unreal, DirectX, OpenGL, XNA, Android, iOS, OSX, Unix/Linux Kernel

### Languages:

C++, C, C#, Actionscript 3, Actionscript 2, Lua, UnrealScript, HLSL/GLSL, Java, Objective-C, MySQL

### Tools:

Visual Studio, Perforce, FlashDevelop, Adobe CS, Maya, Eclipse, Xcode, EA ANT, EA MUSE, UML, FX Composer, PIX, Git, SVN, Incredibuild, Microsoft and Sony platform tools

## **Education:**

### FIEA:

Master of Science

### **Interactive Entertainment**

December 2010

### Florida State University:

Bachelor of Science

### **Computer Science**

May 2009

### Florida State University:

Minor

### **Music**

May 2009