



BORGES Daniel

110, Quai des Chartrons,
33300 Bordeaux

Born February, 7 1986
(28 years old)

Phone: +33.6.11.92.32.84
dborges@lywenn.eu.org

Game Programmer

Education

**Master's Degree in Games and
Interactive Digital Media**
ENJMIN, Angoulême, France, 2009

Bachelor of Computer Science
Université de Marne la Vallée,
France, 2007

**DEUG of Mathematics and
Computer Science**
Université de Marne la Vallée,
France, 2006

**Scientific French High School
Diploma**
Lycée Champlain de Chennevières
sur Marne, France, 2004

Languages

Français & Portugais : mother
tongues

Anglais : everyday

Japonais : linguistic trip in Kyoto
from September 2010 to mars
2011, studied at Nihongo Center

Leisures

Mountain biking
Board games
Music
Shoot'em ups
Demoscene
Foreign languages

Professional Experience

Asobo Studio, since September 2011

The Crew : port "next-gen" to Xbox 360. Optimization of memory and CPU in every domains (audio, rendering, AI, physics, etc.)

Unannounced projects : semi-procedural walking animation, procedural level generation under defined constraints, path finding, enemy crowd, marching cubes & raycasting on distance field stored in a sparse voxel octree, general code gameplay, etc.

Kinect Rush, A Disney-Pixar Adventure : boss programming, debug

int13, from November 2009 to August 2010

Shogun Rise of the Renegade : shoot'em up on for mobile phones. (script system for ennemies and bullet patterns, bosses, dynamic music, special effects, user interface, tools)

AR Robot Demo : 3D shooter in augmented reality on iPhone for Parrot's **ARDrone**

Wizarbox, from April 2009 to September 2009

Internship : **Scrabble 2009** for Nintendo Wii and PC

Cyanide Studio, from June 2007 to September 2007

Internship : **Runaway 2** port from PC to Nintendo DS

Personal Realizations

Games done at ENJMIN

Sound Cities : Musical / strategic game, with a custom controller

Tepeyollotl : Action / adventure game for Nintendo DS.

Épitaphe : Experimental adventure game in 3D on PC.

Various personal projects

Bitbox : 4KB demo on Nintendo DS, won second place at the « alternative platforms » competition of Evoke 2009.

NitroSynth : VST chiptune synthesizer

Textures and meshes compression for Nintendo DS

Skills

Ability to work in a multidisciplinary team
SIMD & Multithreading optimizations

Platforms : PC, Xbox 360, iPhone, Wii, Nintendo DS

Languages : C/C++, C#, HLSL/glsl, ARM & PowerPC assembly, Python, Bash script, XML

SDKs & APIs : OpenGL(ES), Direct3D 9/10, Xbox 360, Ogre3D, FMOD, Wwise, VST

Softwares : Visual Studio, XCode, PIX, CodeAnalyst
Perforce, SVN, Git

Photoshop, Gimp, Blender, FMOD Designer, Renoise, Audacity
Windows, MacOS X, Linux