



# Gregory Mendez-Weeks

Video Game Programming / Development



## Personal Info

### Portfolio Website

<http://gmendez232.wixsite.com/portfolio>

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### Phone

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## Education

2015-09 -  
2019-06

### DePaul University, B.S. Video Game Programming

I've taken many courses at DePaul that focus on writing robust software with C++, specifically in the context of developing optimized video game systems. These classes have allowed me to build my own **3D game engine in C++**, and work on several games in **Unity** and **Unreal Engine 4**. My current catalog of game projects can be viewed here: <http://gmendez232.wixsite.com/portfolio/pc-games>.



## Experience

2018-11 -  
present

### Game Programming Contractor

Phosphor Studios

Currently working on polishing and shipping a commercial game using **Unreal Engine 4** and **C++**. Gained **industry experience** working and coordinating with a professional game development team.

2018-07 -  
present

### Robotics Research Assistant

DePaul University Robotics and Medical Engineering Lab

Worked closely with professor Isuru Godage and helped him with his research into soft body robots and their various applications. I've worked with Robot Operating System running the Raspberry Pi platform to develop a control system for pneumatically actuated soft body robots using C++.

2017-04 -  
2018-06

### Lab Attendant

DePaul University Physical Computing Lab

Lab attendant for the DePaul University Physical Computing Lab. Instructed students on the usage of Arduino and Raspberry Pi microcontrollers as well as 3D printers, CNC Mills, and other wood-shop tools.

2015-06 -  
2016-01

### App Developer and Programming Consultant

PopScholar.com

App developer and programming consultant for an up-and-coming social networking website, PopScholar.com. Worked with Javascript, HTML and CSS to develop mobile and web applications.



## Skills

- Experienced with **C++** and **C#** and a variety of optimization techniques and design patterns in the context of **object-oriented game development**.
- I've developed a **Video Game Engine** from scratch using **C++** as part of DePaul University's **Game Programming** major. I've also gained knowledge of **DirectX 11** and its rendering pipeline through these courses. My C++ projects can be viewed on my portfolio website: <http://gmendez232.wixsite.com/portfolio/c-projects>
- Extensive experience with **Unity** and **Unreal Engine 4** video game engines. Additional experience with **VR** game development using the **Oculus Rift DK2** and **HTC Vive**.
- I've learned to use **Robot Operating System (ROS)** and to apply this system to achieve tele-operated control of robotic components using **C++**.
- Experienced with **Java**, and **Python** programming languages. I've also built web applications using **HTML5**, **CSS3** (Bootstrap Framework), and **Javascript**. IDEs I've used include **Microsoft Visual Studio**, **MonoDevelop**, **Eclipse**, and **Netbeans**.
- Knowledge of computer architecture and **computing systems**.



## Programming Languages

C++



1 Job | 7 Classes | 3 Games

C#



3 Classes | 3 Games

Java



2 Classes | 1 Robotics Project

Javascript



2 jobs

Python



1 Class | 2 Robotics Projects

HTML / CSS



2 Jobs



## Relevant College Courses

Game Engine I & II

Object Oriented Game Development

Optimized C++

Graphics Programming

Artificial Intelligence in Games

Virtual Reality Game Development

3D Animation

3D Modeling

Study Abroad to Japan

- Experience with **3D modeling** and **3D animation** using programs such as **Maya**, **Blender**, and **Solidworks**.
- **Video editing** and **2D animation** experience with **HitFilm** and **Adobe After Effects**.
- Experienced with fabrication with **3D printers**, **CNC mills**, and various **shop tools** such as band saws, drill presses, miter saws, and others. Some **leatherworking** and **metalworking** experience.



## Leadership Roles

- **DePaul Robotics Club**

DePaul University

President and founder of DePaul University's Robotics Club. Gained invaluable experience with the foundation and maintenance of this organization.

- **Game Development Independent Study**

DePaul University

Applied and recruited for a six-student independent study at DePaul in which my team and I are currently developing a 3D video game in Unreal Engine 4.

- **FIRST Robotics Team 4645**

Lane Tech High School

Encouraged teamwork and acquired management skills when I mentored FIRST robotics FTC team 5928 and helped them qualify at the state level competition.

Designed and fabricated multiple components of FIRST robotics team 4645's robot.