

Diego Batiz

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Projects

Engined | C++ Graphics Engine

Oct. 2023 - Current

- Used **DirectX 11** to manipulate and render 3D objects.
- **Created shaders** to create various effects such as foliage, lighting, and post process effects.
- Used various techniques to **optimize rendering performance**.
- **Programmed model importing tools** to import custom 3D models.

Limbs | 2D Multiplayer Battle Royale, Unity

Jul. 2023 - Current

- Used **Unity** to **create the main game loop**, player physics, UI and audio implementation.
- Designed and programmed game mechanics in collaboration with other designers.
- **Worked with artists and designers** to make the game look and feel better.
- Limbs can be played here: <https://troopsushi.itch.io/limbs>

Skills

C++

C#

Unity

HLSL

GLSL

SQL

Maya

Git

Unreal

Photoshop

Game Design

Level Design

Experience

Coverstar Canada | Service Team

Jun. 2020 - Oct. 2021

- **Worked with a team leader** to repair and install automatic pool covers across BC.
- Helped to **find solutions and to solve problems** with systems that are malfunctioning.
- Precisely drill and cut metal as is needed to install and repair systems.

Activities

Rock Climbing

- Train to climb outside and compete in competitions

Ultimate Frisbee

- Part of a LGBTQ+ led mixed gender ultimate frisbee team

Education

B. Sc. in Game Programming

Dec. 2024

LaSalle College Vancouver

Relevant Courses: Object Oriented Programming in C++, Calculus for Physics, C# Programming, 3D Graphics Programming, Algorithms and Data Patterns, 3D Modeling, Concurrency and Parallel Programming