Jorge Mota

jorgefranciscomota@gmail.com
/jojomota
/k1llbyte
gh.killbyte.dev

Experience

Crytek Mar. 2023 – Apr. 2025
Engine Programmer *Remote*

- Participated in maintaining and evolving CryEngine, with contributions made to the development of Hunt: Showdown.
- Contributed to various engine subsystems including the Entity System, Visual Scripting, Sandbox Tools/Editors, and Rendering components.

LVEngine Jun. 2018 – Jul. 2018
Summer Internship *Porto, Portugal*

- Developed a recommendation engine service focusing on predicting correlations between products and users, determining product similarity, and employing hybrid methodologies.

Education

University of Minho 2017 – 2023
Integrated Master's Degree in Computer Engineering *Braga, Portugal*

- Specialized in Cryptography and Computer Graphics
- Master Thesis High Performance Fourier Transforms on GPUs

Projects

Computer Graphics

- Mirror Path Tracer A concurrent physically based path tracer designed to render locally or using a P2P overlay network for distributed rendering.
- Kazan Engine A Vulkan powered graphics engine written in C++ designed to delve into the intricacies of graphics and game engine architecture.
- CG Project 3D Rendering Engine written in C++ with OpenGL/FreeGLUT.
- Computer Vision and Post proccessing Canny edge detector, Kernel Convolution algorithms, and object detection.

Services

- Adotie A Mobile App for animal adoption made with a backend written in Rust with actix-web.
- TicketNow Ticket Selling app using Python Flask and Xamarim.
- Eduasis A resource sharing educational platform using ExpressJS and MongoDB.
- Read2Be A Book management WebApp made with a backend written in ExpressJS with MongoDB.

Other

- Anonymous Gateway A protocol that enables safe anonymous comunication between peers through an overlay network, inspired by TOR.
- Pepperoni A terminal based distributed P2P network chat application with dynamic peer discovery.
- Traffic Signs Classifier A lightweight convolution neural network for trafic signs classification using Tensorflow.

Skills

Programming C++, C, Rust, Python, Lua, GLSL/HLSL, Vulkan, CUDA, x86 assembly
Software Linux, Git, Perforce, Renderdoc, Superliminal profiler
Languages English, Portuguese