César Izurieta

Portfolio

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Online version at:
http://caih.org/project-portfolio/

VIDEOGAME

VR

UE4

Deadly Burrito

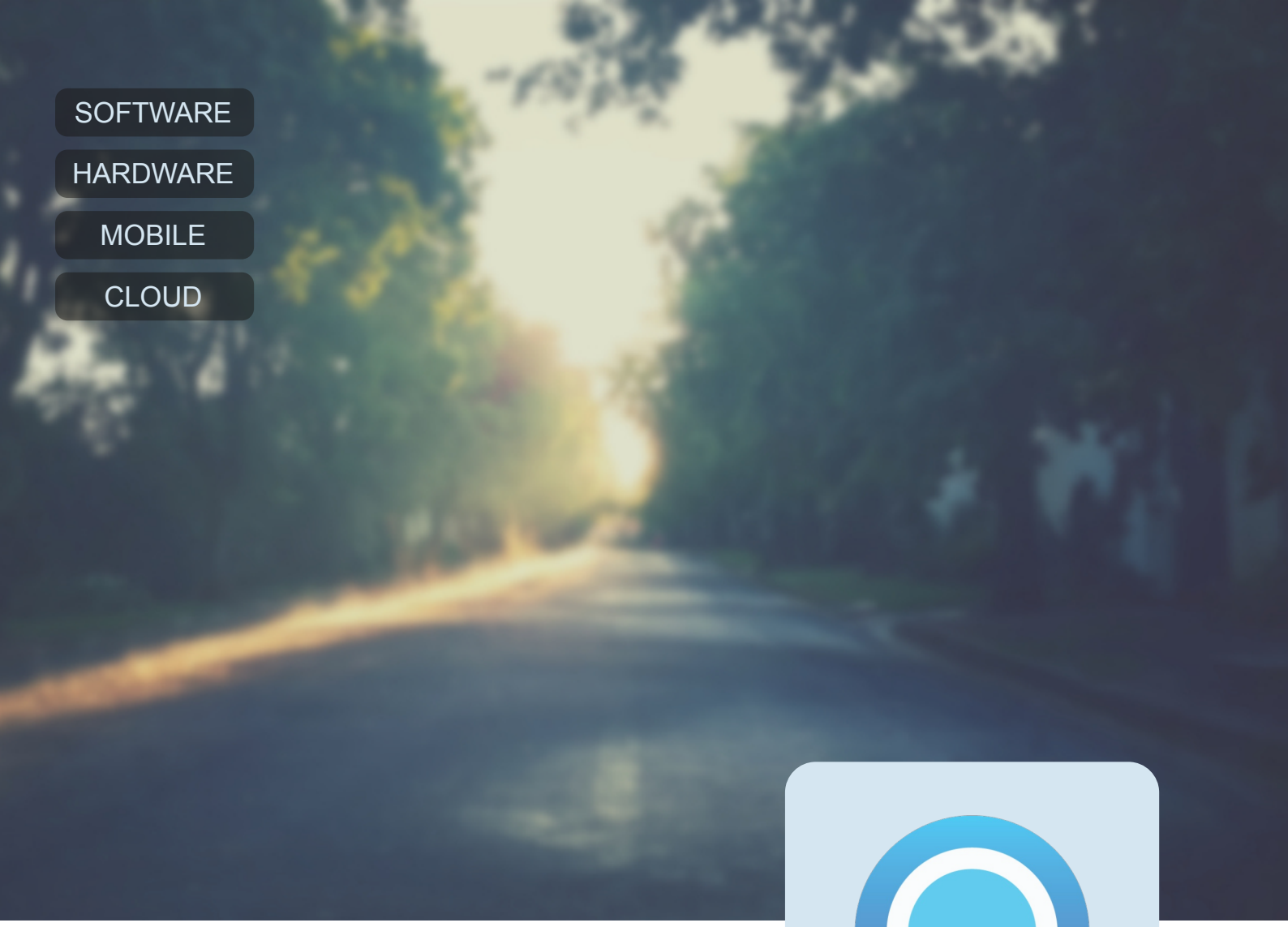
Date: 2017-2018
Role: Game Developer

This has been the largest game I've ever worked on. I was tasked on creating most of the core game systems, game mechanics and interactions, including the game menu, loading and unloading of the levels, teleport system, grabbing system, sound mixing, music layering and weapon systems. I also collaborated in polishing the AI systems, game scripting, narrative design, importing animations and models. I was also responsible for creating and publishing builds for the multiple platforms (Standalone, Oculus Store, Steam).

We were selected by Oculus for the Oculus start program. The game also won the Fan Favourite Game of the Week Award at the GDWC2018.

Tecnology used: Unreal Engine, Oculus Rift VR Googles, C++

https://deadlyburrito.com



Car Footprints

Date: 2014-2015
Role: Tech lead, Developer

This was the first time I worked with a custom hardware device that is going to be mass produced. The main idea of the project is to log a car's mileage automatically, and let the user export this log for tax or business purposes. With a very tight schedule and budget, we focused on making a prototype first and then developing the product keeping our costs as close to zero as possible. We are running our infrastructure over AWS using an Elastic Beanstalk deployment for our production and staging servers, and a continuous integration system for all of our components: a REST backend, a single page frontend app, and our Android app.

Tecnology used: Gradle, Java, Groovy, Grails, AWS

https://carfootprints.com

MOVIE

SOFTWARE

HARDWARE

MOBILE

Quito 2023

Date: 2009-2017
Role: Director, Executive Producer and others

This has been the most ambitious project I've worked so far. Quito 2023 is a sci-fi feature film (86 min.) that was produced in Quito, Ecuador from 2009 to 2014. Together with the producer and the writer, we envisioned the project and worked with a crew of more than 60 people to make it. I worked as director and executive producer, but held various other non-official roles like assistant editor, created the DCPs, designed the website, the closing titles, the dvd menus, worked on a preliminary sound mix, created the subtitles and supervised the translations and many more things. We are now in the distribution phase.

https://quito2023.com

GAME

MOBILE

CICLOGRAMA

CICLOGRAMA

Date: 2015
Role: Tech lead, Developer

Ciclograma is a game where you have to create a cycle using the provided points. Each board may have more than one solution. It's based on a old game designed by Danilo Usbeck. The boards come from 4x4 for the tutorial up to 13x13 for the original game boards. The game is distributed free with tutorial and easy boards. More advanced boards are available with in-app purchases.

Technology used: Gradle, Java, Swing, Android

http://ciclograma.eic.ec

GAME

MOBILE

JUGGLER

JUGGLER

Date: 2014
Role: Tech lead, Developer

A simple game I made using LibGDX coded in groovy using RxJava.

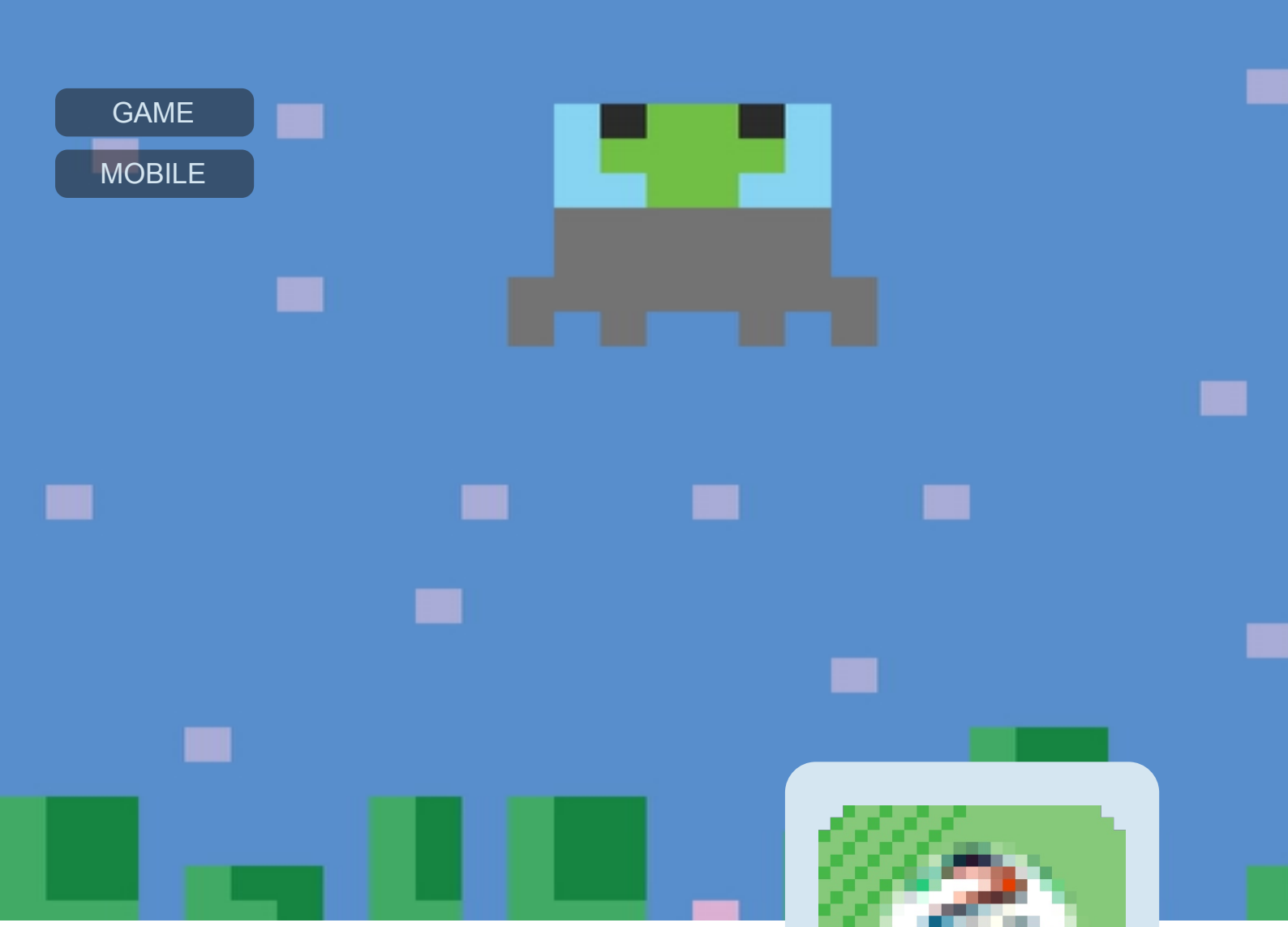
Juggler is a game where you have to keep a ball in the air for as long as possible. Tap to rotate the square colors to match the color of top side of the square with the color of the ball.

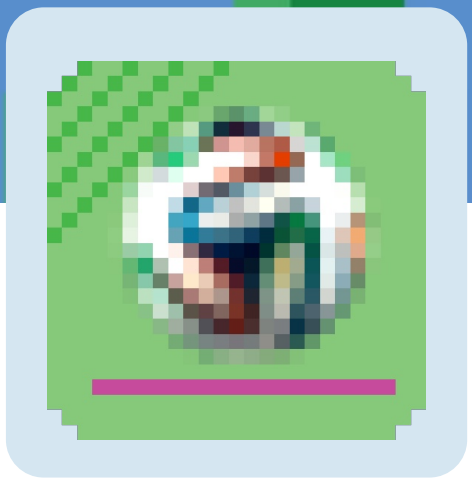
Technology used: Gradle, Groovy, LibGDX

http://juggler.eic.ec

GAME

MOBILE





World Cup Caos

Date: 2014
Role: Tech lead, Developer

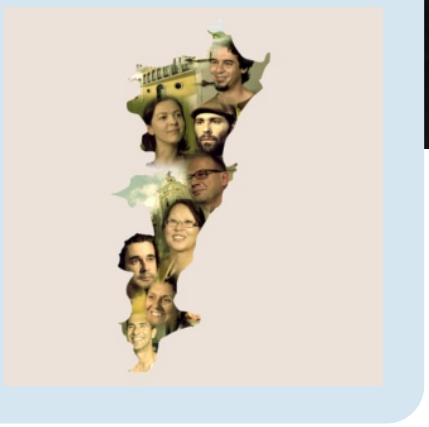
A pixelated, choose your own adventure game, based on the Space Date game. It's made using Flambe.

When the unexplainable happens: a massive blackout during a World Cup game leaves the city baffled. What is the reason? How do you get out of this situation? Who won the game? What will be the result of the final game of the World Cup Brazil 2014? What happened during the football game? Was it something alien or the responsible is right here on this planet? Enter this electrifying game and discover the consequences of the choices you make. Each path can lead to an unexpected end.

Technology used: Flambe, Haxe

https://play.google.com/store/apps/details?id=air.org.caih.caos

MOVIE



A PIECE OF LAND SURROUNDED BY STORIES

Date: 2011
Role: Director

This is a documentary that I directed in Florianópolis, Brazil. Floripa (as it's colloquially known) is an island well known as a tourist destination in Brazil. We wanted to show how much innovation was happening on the island, and that there's much more to Floripa than beautiful beaches and tourist attractions. We contacted 4 innovators, namely a artisan beer brewer, a professor that lead a team to build sustainable buildings, a movie crew that created the first stop motion movie in Brazil and probably in Latin America, and a research team that introduced a foreign algae to local oyster fishermen to allow them to have an alternative and complementary source of income.

http://pedacodeterracercadodehistorias.blogspot.com/

GAME

SOFTWARE

HARDWARE

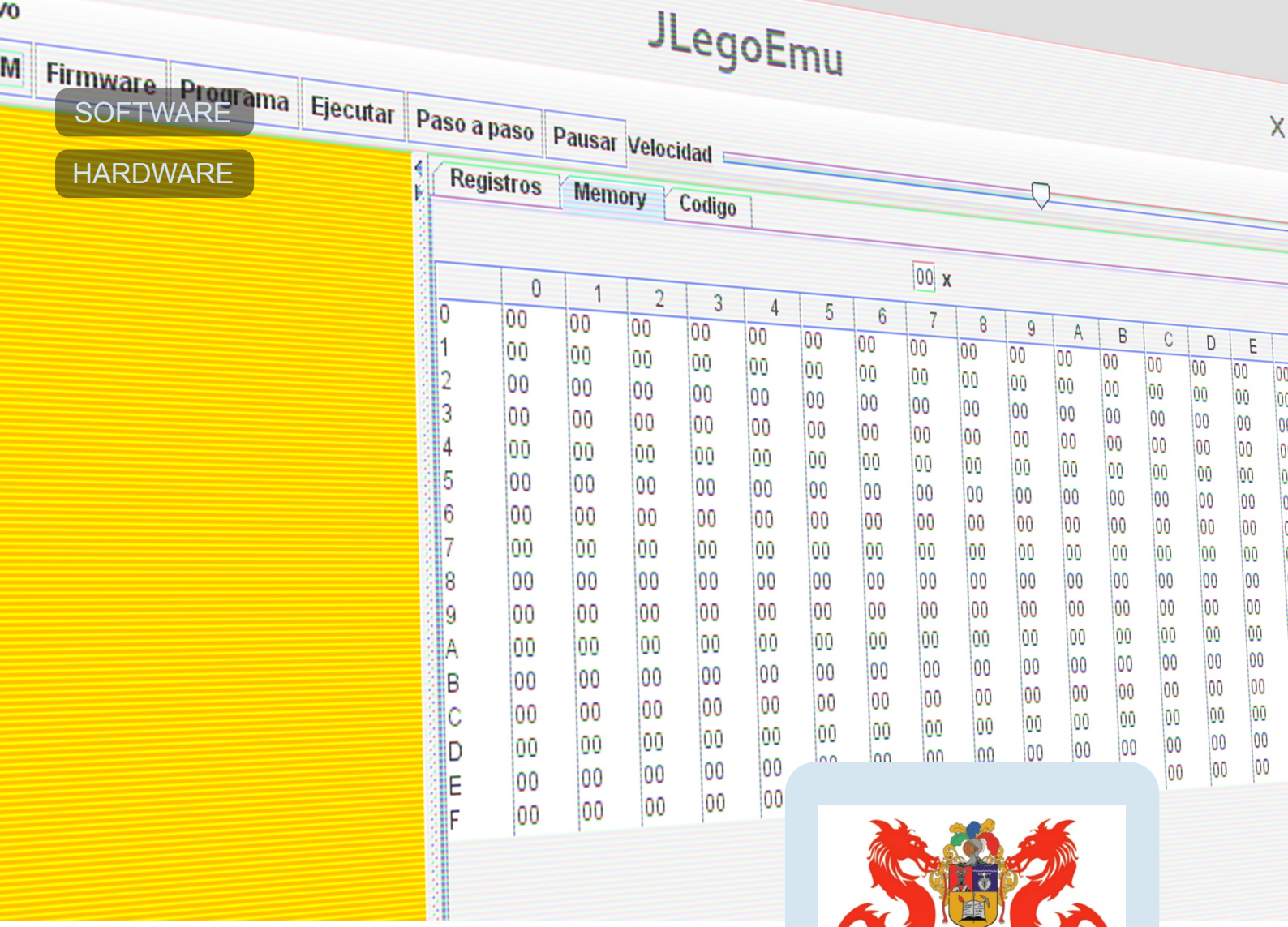
Siebel Center Grand Opening BFG

Date: Spring 2004
Role: Developer, Team lead

Along with a group of colleagues we developed a fully immersive, multi disciplinary game concept for the opening of the Siebel Center at UIUC in 2004. I was part of the Command Center team. There we created a software using c++ with Ogre that displayed a 3d world that mirrored the real building, where the actual human players, that wore a radio tag, where located. We connected to the “central server” and continuously poll for the coordinates of the players and display an avatar on the screen on the position of the player. All the information of the game was shared with the other teams, that made dynamic music depending on the game’s score, lighting that adapted to the different phases of the game, and also we coupled all these with custom made scenery and wardrobe.

Technology used: Ogre3d, C++

http://caih.org/portfolio/siebel-center-grand-opening-bfg-big-fun-game/



USFQ Robotics Club

Universidad San Francisco
Club de Robotica

Date: 2002-2006
Role: Founder, Instructor

Along with Carlos Montesinos and some other colleagues we started the Robotics Club at the Universidad San Francisco de Quito. As part of my scholarship in that university, I had to develop a yearly research project. The first year I created a simple line-follower robot using a custom integrated circuit with a pair of capacitors, transistors and a pair of light sensors. There was when I met Carlos. For the next year, we had started the robotics club and, with help of the university, we bought a couple of Lego Mindstorms kit and started creating more advanced robots. The team grew larger and we usually had from 5 to 8 people working continuously on different robots for their annual projects. I worked there as an instructor helping others with their projects and also giving some programming and electronic classes. This grew larger and by the time I was graduating, there was already a full fledged robotics lab with tons of equipments and a new international professor hired specially for giving robotics classes for engineering students.

Technology used: Mindstorms SDK, LeJOS, C and others

Brand Design