JORGE JIMENEZ

GAME DEVELOPER

www.iryoku.com — jorge@iryoku.com

BACKGROUND

Jorge Jimenez is a Game Developer and passionate gamer with over 17 years of experience. He is the Studio Head of Striking Distance Studios Spain and the President of Technology for Striking Distance Studios globally.

The core values I consistently uphold for myself and my studio are imagination, determination, camaraderie, and excellence. He believes in imagination sparkling innovation, crafting the blueprint for what is new and original. With determination and camaraderie transforming that vision into reality through collaboration and teamwork, he believes in these values driving the pursuit of excellence in execution.

His dual academic and industry background has shaped a rigorous yet pragmatic view, blending creative and artistic judgment with technical expertise. Passionate about creative thinking, ideation, and innovation, his mission is to push the boundaries of art, technology, and design to create timeless video game experiences with lasting emotional impact. Strong-spirited, Jorge thrives on challenges and is always ready for the next mountain to climb.

EXPERIENCE

★ **STRIKING DISTANCE STUDIOS SPAIN**
Studio Head and President of Technology, *October 2023 – Now*
Studio Head and Director of Creative Engineering, *December 2019 – October 2023*

★ **ACTIVISION BLIZZARD**
Graphics R&D Technical Director, *March 2012 – December 2019*

EDUCATION

★ **UNIVERSIDAD DE ZARAGOZA**
PhD in Computer Science, Real-Time Graphics, *July 2012*

GAME CREDITS

★ [REDACTED]
★ The Callisto Protocol
★ Call of Duty Modern Warfare
★ Call of Duty Black Ops 4

★ Call of Duty WW2
★ Call of Duty Infinite Warfare
★ Call of Duty Black Ops 3
★ Call of Duty Advanced Warfare

★ Call of Duty Ghosts
★ StarCraft 2

CORE ACHIEVEMENTS

★ In 2024, he took charge of the 45-person engineering team of Striking Distance Studios, and led the game [REDACTED] to a successful release. The game showcased a unique and provocative visual style, enhanced with extreme sharpness, resolution, framerate, and reduced input lag. Simultaneously, he acted as the Project Manager to upgrade *The Callisto Protocol* for the new PS5 Pro, fully overseeing engineering, tech art, production and PR communications. This version elevated the title by pushing the state of the art hardware to the limit.

★ Until 2023, he built a 14-people studio from the ground up with Striking Distance Studios, and directed the Technical Visuals of The Callisto Protocol in the pursuit of photorealism, striving to push beyond the boundaries of what the current generation of consoles (PS5, XSS/X) had achieved so far. The work in real-time photorealistic characters got nominated to the Outstanding Animated Character 2023 VES Award.

★ Until 2019, he contributed to raising the bar of the *Call of Duty* visuals. Going to war every year with *Call of Duty* allowed him to quickly advance his career by continuously finalizing the titles of one of the most impactful franchises of all time. He had significant roles in digital humans, post-processing, temporal upsampling and antialiasing, lighting, materials and low level performance— always looking for the next leap on visuals.

★ In 2013, his work in Activision in digital humans resulted in the GDC talk Next Generation Character Rendering, which received 1.5 million views on YouTube. Five years after, this work influenced the rendering of digital humans in several AAA games and engines.

★ In 2012, he finished his PhD with his most significant contribution at the time, the Separable Subsurface Scattering technology. Its related movie got 0.8 million views by showcasing practical real-time human rendering qualities that combined both technical and art direction skills. His PhD equipped him with the ability to contribute to the entertainment industry through platforms such as SIGGRAPH, GDC and Transaction on Graphics, key venues with some of the highest impact on games. This work ultimately led to pioneering remote work for AAA video game development, at a time when remote working was remarkably singular.

SELECTED RESEARCH PUBLICATIONS

★ SEPARABLE SUBSURFACE SCATTERING
Computer Graphics Forum, Eurographics Symposium on Rendering 2015. Project info

★ SMAA: ENHANCED SUBPIXEL MORPHOLOGICAL ANTIALIASING
Computer Graphics Forum, EUROGRAPHICS 2012. Project info

★ A PRACTICAL APPEARANCE MODEL FOR DYNAMIC FACIAL COLOR
ACM Transactions on Graphics, SIGGRAPH Asia 2010. Project info

★ REAL TIME REALISTIC SKIN TRANSLUCENCY
IEEE Computer Graphics & Applications, 2010. Project info

★ SCREEN-SPACE PERCEPTUAL RENDERING OF HUMAN SKIN
ACM Transactions on Applied Perception, 2009. Project info

COURSES

★ FILTERING APPROACHES FOR REAL-TIME ANTI-ALIASING
SIGGRAPH 2011. Project info

BOOK CHAPTERS

★ PRACTICAL MORPHOLOGICAL ANTI-ALIASING
GPU Pro 2, 2011. Project info

★ REAL-TIME FACIAL WRINKLES ANIMATION
GPU Pro 2, 2011. Project info

★ SCREEN-SPACE SUBSURFACE SCATTERING
GPU Pro, 2010. Project info

SELECTED TALKS

★ **SIGGRAPH 2023:** The Rendering of "The Callisto Protocol". *U.S.*
★ **GDC 2023:** The Character Rendering Art of "The Callisto Protocol". *U.S.*
★ **CEIG 2018 KEYNOTE:** Towards Photorealism in 16.6ms. *Spain*
★ **DIGITAL DRAGONS 2018:** Dynamic Temporal Antialiasing and Upsampling in Call of Duty. *Poland*
★ **HIGH PERFORMANCE GRAPHICS 2017:** MLAA from 2009 to 2017. *U.S.*
★ **SIGGRAPH 2017:** Dynamic Temporal Antialiasing in Call of Duty: Infinite Warfare. *U.S.*
★ **SIGGRAPH 2016:** Filmic SMAA: Sharp Morphological and Temporal Antialiasing. *U.S.*
★ **SIGGRAPH 2016:** Practical Realtime Strategies for Accurate Indirect Occlusion. *U.S.*
★ **SIGGRAPH 2014:** Next Generation Post Processing in Call of Duty: Advanced Warfare. *Canada*
★ **GDC 2013 AND GDC CHINA 2013:** Next Generation Character Rendering. *U.S. and China*
★ **SIGGRAPH 2013:** Digital Ira: High-Resolution Facial Performance Playback. *U.S.*
★ **SIGGRAPH 2012:** Separable Subsurface Scattering & Photorealistic Eyes Rendering. *U.S.*

SKILLS

Passionate for Games · Leadership · Creative · Enterprising · Determined · Thirst for Knowledge · Communicative · Honest · Convincing · Receptive

Eye for Photorealism · Taste for Visuals · Pragmatic & Academic Vision · Rendering · Technical Art · Optimization · 3D Authoring & Modelling · Photography & Editing