

JORGE JIMENEZ

GAME DEVELOPER

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BACKGROUND

Jorge Jimenez is a passionate Game Developer with more than 17 years of experience. He received his PhD degree in real-time graphics and photorealism from Universidad de Zaragoza in 2012. He is the Studio Head of Striking Distance Studios Spain, and the President of Technology of Striking Distance Studios as a whole. In this role, he took on responsibilities including building a studio from the ground up, leading the Technical Visuals of The Callisto Protocol and since its release, leading the entire Spain and US engineering and tech art teams. Previously, he was a Technical Director at Activision Blizzard, where he contributed to multiple Call of Duty games. Some of his interests include creative thinking, ideation, creation and innovation. He has a passion for videogames, rendering, photorealism, digital humans, art, technology, visual effects and photography. With a dual academic and industry background, he has cultivated a simultaneously rigorous and pragmatic vision, and developed artistic abilities, judgment and aesthetic sense, which in conjunction with its positive and energetic attitude help him to pursue photorealism. The academic roots in his career served him to develop the abilities to contribute to the entertainment industry in multiple forms, including SIGGRAPH¹, GDC¹ and Transaction on Graphics¹. Ultimately, his mission is to explore new mediums of creating emotion in games, aspiring to break the barriers of current and future media and technology. He loves challenges and is always looking 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] | ★ Call of Duty WW2 | ★ Call of Duty Ghosts |
| ★ The Callisto Protocol | ★ Call of Duty Infinite Warfare | ★ StarCraft 2 |
| ★ Call of Duty Modern Warfare | ★ Call of Duty Black Ops 3 | |
| ★ Call of Duty Black Ops 4 | ★ Call of Duty Advanced Warfare | |

CORE ACHIEVEMENTS

- ★ 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 after showing unique *practical real-time* human rendering qualities that combined both technical and art direction skills. The impact of this work opened the door to pioneer remote work for AAA videogame development, in a time where it was not the norm.
- ★ 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 of several AAA games and engines.
- ★ Until 2019, he contributed to raise the bar of the Call of Duty visuals, with significant roles in digital humans, post-processing, temporal upsampling and antialiasing, lighting, materials and low level performance – always looking for the next leap on videogame graphics.
- ★ Since then, 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 pursue of photorealism, striving to go beyond the boundaries of what the current generation of consoles (PS5, XSS/X) had shown so far. The work in real-time photorealistic characters got nominated to the [Outstanding Animated Character 2023 VES Award](#).

¹ SIGGRAPH, GDC and Trans. on Graphics are the conferences and journal with the largest impact on graphics and games.

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](#)
- ★ **GAZE-BASED INTERACTION IN VIRTUAL ENVIRONMENTS**
The Journal of Universal Computer Science, 2008

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.*
- ★ **EUROGRAPHICS 2012:** SMAA: Enhanced Subpixel Morphological Antialiasing. *Italy*
- ★ **FMX 2012:** Real-Time Realistic Skin Rendering. *Germany*
- ★ **SIGGRAPH 2011:** Jimenez's MLAA & SMAA. *Canada*
- ★ **SIGGRAPH ASIA 2010:** A Practical Appearance Model for Dynamic Facial Color. *South Korea*
- ★ **APGV 2009:** Screen-space perceptual rendering of human skin. *Greece*

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