

# Adrian Egea

+9 Years of Experience  
Software Engineer

Unreal Engine 5 | C++ | OpenGL | Vulkan | Gameplay/Systems Programmer

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## Work experience

<b>UE5 C++ Gameplay Programmer (Unreal Engine 5)</b> Mar 2024 – Jun 2024 (4 months) <a href="#">Underdog Studio (CI Games)</a> Working on Unannounced Survival Project C++, Gameplay, Blueprints, GAS, Quests System
<b>UE5 C++ Gameplay Programmer (Unreal Engine 5)</b> Aug 2021 – Mar 2024 (2 year 8 months) <a href="#">HexWorks (CI Games)</a> Working on <a href="#">The Lords of the Fallen</a> . C++, Gameplay, Blueprints, Wwise, Niagara, GAS, RPG, Quests System, Save Game System, Serialization System
<b>UE4 C++ Gameplay Programmer (Unreal Engine 4)</b> May 2020 – Jul 2021 (1 year 3 months) <a href="#">THQ Nordic Barcelona</a> Working on <a href="#">Gothic Remake</a> . C++, Gameplay, Blueprints, Animation Blueprints, Multiplayer, Tools
<b>UE4 C++ Lead Programmer (Unreal Engine 4)</b> Nov 2018 – Mar 2020 (1 year 4 months) <a href="#">Limitless Games</a> Working on Unannounced MOBA Project Responsible for the Programming Team on a AA game project. Responsible for the game core, gameplay, networking, automatic build system, tools and git scripts for the art team. C++, Software Architect, Core, Gameplay, Multiplayer, Networking, UI, Blueprints, Jenkins.
<b>C++ Games Developer</b> Apr 2018 – Oct 2018 (7 months) <a href="#">Zitro Games</a> Responsible for the development of features implementation and bug fixing for multiple games based on Irrlicht 3D game engine. C++, Irrlicht, 3D, Graphics, Render, XML, Linux, OpenGL, Engine Programming.
<b>Graphics Developer</b> Jun 2017 - Nov 2017 (6 months) <a href="#">Cl3ver</a> Responsible for the development of Oculus Rift app with C++ and OpenGL and Creation of plugins for Rhino and Sketchup. 3D, Graphics, Render, C++, WebGL, OpenGL, OpenCV, HTC vibe, Oculus, JS, NodeJS
<b>Full-Stack Developer</b> Dec 2015 - Apr 2016 (5 months) <a href="#">Tretanto</a> Responsible for the development of Wallfer.com (social network). JS, JQuery, AngularJS, Android, REST API, Social Networks development, PHP, Symfony2 Framework, Doctrine, MySQL.
<b>Android Developer (Internship)</b> Feb 2015 - Apr 2015(3 months) <a href="#">Neosistec</a> Android, Java, XML, MySQL.

## Skills

Programming Languages	Others
<ul style="list-style-type: none"><li>▶ C / C++ (Modern 20/23)</li><li>▶ Unreal Blueprints</li><li>▶ JavaScript</li><li>▶ Java</li><li>▶ Python</li></ul>	<ul style="list-style-type: none"><li>▶ Git</li><li>▶ Perforce</li><li>▶ Plastic</li><li>▶ CMake</li><li>▶ Linux</li><li>▶ Steam</li></ul>
GameDev Technologies	
<ul style="list-style-type: none"><li>▶ Unreal Engine 5</li><li>▶ Unreal GAS</li><li>▶ OpenGL 4</li><li>▶ Vulkan</li><li>▶ WebGL</li><li>▶ GLSL</li><li>▶ Game Engine Architecture and internals</li><li>▶ AI for Video Games</li><li>▶ Real-time rendering</li><li>▶ Real-time Physics / Collisions</li></ul>	

## Personal Summary

As a **creative** person, programming is really interesting way to create and solve problems. Game programming is such fun discipline since it implies a lot of fields like game engine architecture, graphics (OpenGL / Vulkan), gameplay or physics programming. I enjoy learning everyday, new technologies and good practices :)

My strongest skills are **patience** and **creativity**, they allowed me to become **self-learner** and code my own Game Engine(s). I am also committed, **collaborative** and hard worker.

## Projects

<b>C++ / OpenGL / Vulkan 3D Game Engine</b> Nov 2017 – Present Improving my C++ / OpenGL skills by writing a 3D Game Engine. With experimental Vulkan branch! <a href="https://github.com/adrianensis/ForestEngine">https://github.com/adrianensis/ForestEngine</a>
<b>JavaScript + WebGL 2D Game Engine</b> Jul 2013 – May 2017 This Game Engine is developed as end-of-degree project and it is written in Javascript, WebGL and GLSL. <a href="https://github.com/adrianensis/ThiefEngine">https://github.com/adrianensis/ThiefEngine</a>
<b>Artificial Intelligence Project for Video Games. Java + LibGDX</b> Apr 2016 – Jul 2016 University Project. Artificial Intelligence for Video Games. Java + LibGDX. (Basic Steering, Delegate Steering, Group Steering, Flocking, State Machines, Pathfinding). <a href="https://github.com/adrianensis/AI-Videogames-2016">https://github.com/adrianensis/AI-Videogames-2016</a>

## Education

BSc (Hons) Computer Science degree. (2:1) 2012 - 2017

## Extra Information

- ▶ Languages: **English** (working level), **Spanish** (native level), **French** (basic level),
- ▶ Full driving license