

# RESUME

## Personal Information:

- First name / Surnames: Adrián Egea Comenge
- Telephone: 696786456
- Date of birth: 2<sup>nd</sup> September 1994
- Nationality: Spain
- City: Murcia
- **Contact:**
  - E-mail: [adrian.egea.comenge@gmail.com](mailto:adrian.egea.comenge@gmail.com)
  - Portfolio Web: <http://adrianecom.github.io/portfolio/>
  - Github: <https://github.com/AdrianECom>
  - LinkedIn: <https://es.linkedin.com/in/adrián-egea-comenge-8a4902b9>



## Work experience:

- **February 2015 – April 2015** : Android programmer.
- **December 2015 – April 2016** : Web Programmer (Backend and Frontend).

## Projects:

- **JavaScript + WebGL 2D Game Engine** : This Game Engine is developed as Degree's Final Project and it is written in Javascript, WebGL and GLSL. The engine is written from scratch, no framework was used here, except the WebGL API. Custom render engine and custom physics engine.
  - **Link** : <https://github.com/AdrianECom/ThiefEngine>
- **Artificial Intelligence for Video Games. Java + LibGDX (April 2016 – July 2016)** : University Project. Artificial Intelligence for Video Games. Java + LibGDX. (Basic Steering, Delegate Steering, Group Steering, Flocking, State Machines, Pathfinding).
  - **Link** : <https://github.com/AdrianECom/AI-Videogames-2016>
- **Personal portfolio website** : My personal portfolio, hosted on GitHub-pages.
  - **Link** : <https://github.com/AdrianECom/portfolio>

## Personal skills and competences:

<b>Programming languages:</b> <ul style="list-style-type: none"><li>• C / C++</li><li>• JavaScript</li><li>• Java</li><li>• Python</li><li>• PHP</li><li>• C#</li><li>• Pascal</li></ul>	<b>Video Games related technologies / frameworks:</b> <ul style="list-style-type: none"><li>• OpenGL</li><li>• WebGL</li><li>• GLSL</li><li>• Unity 3D</li><li>• LibGDX</li><li>• Blender</li></ul>	<b>Video Games related theory:</b> <ul style="list-style-type: none"><li>• Game Engine Architecture and internals</li><li>• Artificial Intelligence (AI) for Video Games</li><li>• Real-time rendering</li><li>• Real-time Physics / Collisions</li></ul>		
<b>Attitude:</b> <ul style="list-style-type: none"><li>• I love to learn</li><li>• Self-learner</li><li>• Hard worker</li><li>• Creative</li><li>• Curious</li></ul>	<b>Others:</b> <table><tr><td><ul style="list-style-type: none"><li>• Git</li><li>• LaTeX</li><li>• HTML</li><li>• CSS3</li><li>• Backend</li><li>• Android</li><li>• JQuery</li><li>• AngularJS</li><li>• REST APIs</li><li>• Social Networks building</li></ul></td><td><ul style="list-style-type: none"><li>• Symfony2</li><li>• Doctrine</li><li>• MySQL</li><li>• SQLite</li><li>• Parse.com</li></ul></td></tr></table>		<ul style="list-style-type: none"><li>• Git</li><li>• LaTeX</li><li>• HTML</li><li>• CSS3</li><li>• Backend</li><li>• Android</li><li>• JQuery</li><li>• AngularJS</li><li>• REST APIs</li><li>• Social Networks building</li></ul>	<ul style="list-style-type: none"><li>• Symfony2</li><li>• Doctrine</li><li>• MySQL</li><li>• SQLite</li><li>• Parse.com</li></ul>
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**Education:**

- My qualifications are equivalent to 8 GCSE 'O' levels.
  - **2006 – 2010:** ESO (Bilingual, french and english).
  - **2010 – 2012:** Bachillerato (Bilingual, french and english).
- University
  - **2012 – 2016:** Computer Science degree.

**Languages:**

- Spanish (Mother tongue).
- French
- English