RESUME

Personal Information: Education:

Adrián Egea Comenge First name / Surnames: 2012 - 2017: Computer Science degree.

Nationality: Spain

City: Murcia

Languages: E-mail: adrian.egea.comenge@gmail.com

Web: http://adrianecom.github.io/portfolio/ Spanish (Mother tongue).

Github: https://github.com/AdrianECom English French LinkedIn: https://es.linkedin.com/in/adrián-egea-comenge-8a4902b9

Projects:

JavaScript + WebGL 2D Game Engine : This Game Engine is developed as end-of-degree and it is written in Javascript, WebGL and GLSL. 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/Al-Videogames-2016

Personal portfolio website: My personal portfolio, hosted on GitHub-pages.

Link: https://github.com/AdrianECom/portfolio

Talk about Graphics: Talk, in spanish, about Graphics and WebGL at CodeCamp17.

Link: https://github.com/AdrianECom/Charla-Graficos-CodeCamp17

Work experience:

February 2015 - April 2015: Android programmer internship.

December 2015 - April 2016: Web Programmer, Backend/Frontend, Javascript, JOuery, AngularJS, Android, REST API, Social Networks building, PHP, Symfony2 Framework, Doctrine, MySQL, Parse.com.

Skills and competences:

Programming languages:

- C/C++
- JavaScript
- lava
- Python
- PHP
- C#
- Pascal

Video Games related Video Games related technologies: theory:

- OpenGL
- WebGL
- GLSL
- Unity 3D
- LibGDX
- Blender

- Game Engine Architecture and
- internals Artificial Intelligence
- (AI) for Video Games Real-time rendering
- Real-time Physics / Collisions

Others:

- Git LaTeX
- Linux
- HTML
- CSS3
- Backend Android
- Iquery
- For more, see LinkedIn

Attitude:

- I love to learn
- Self-learner
- Hard worker
- Creative
- Curious