

Adrian Egea Comenge – Computer Science Engineer

Personal Information:

Nationality: Spain
City: Murcia
E-mail: adrian.egea.comenge@gmail.com
Web: <http://adrianecom.github.io/portfolio/>
Github: <https://github.com/AdrianECom>
LinkedIn: <https://es.linkedin.com/in/adrián-egea-comenge-8a4902b9>

Education:

2012 – 2017: Computer Science degree. (2:1)

Languages:

Spanish (Mother tongue).
English
French

Work experience:

June 2017 – Present : Graphics Programmer. 3D, Graphics, Render, WebGL, OpenGL, OpenCV, HTC vibe, Oculus, JS, NodeJS, Electron.

December 2015 – April 2016 : Web programmer, JS, JQuery, AngularJS, Android, REST API, Social Networks building, PHP, Symfony2 Framework, Doctrine, MySQL.

February 2015 – April 2015 : Android programmer internship.

Projects:

[End-of-Degree Project] JavaScript + WebGL 2D Game Engine (July 2013 – May 2017) : This Game Engine is developed as end-of-degree project and it is written in Javascript, WebGL and GLSL.

Link : <https://github.com/AdrianECom/ThiefEngine>

C++ / OpenGL Game Engine (Recently Started) : Reading "Game Engine Architecture" from Jason Gregory and improving my C++ / OpenGL skills by writing a Game Engine.

Link : <https://github.com/AdrianECom/DruidEngine>

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>

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

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

Skills and competences:

Programming languages:

- C / C++
- JavaScript
- Java
- Python
- PHP
- C#
- Haskell
- Pascal

Video Games related technologies:

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

Video Games related theory:

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

Others:

- Git
- CMake
- LaTeX
- Linux
- HTML
- CSS3
- Backend
- Android
- JQuery
- For more, see [LinkedIn](#)

Attitude:

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