

Adrian Egea

C++ Games Developer

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Work experience

UE4 C++ Programmer (Unreal Engine 4) May 2020 - Present
THQ Nordic Barcelona
Working on Gothic Remake. UE4 / C++ / Gameplay Programmer.
(THQ Nordic) Unreal Engine 4, C++, Gameplay, Blueprints, Animation Blueprints, Multiplayer, Tools

Lead Programmer (Unreal Engine 4) Nov 2018 – Mar 2020 (1 year 4 months)
Limitless Games
Responsible for the Programming Team on a Triple-A game project. Responsible for the game core, gameplay, networking, automatic build system, tools and git scripts for the art team.
C++, Software Architect, Unreal Engine 4, Core, Gameplay, Multiplayer, Networking, UI, Blueprints, Jenkins.

C++ Games Developer Apr 2018 – Oct 2018 (7 months)
Zitro Games
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.

Graphics Developer Jun 2017 - Nov 2017 (6 months)
Cl3ver
Responsible for the development of Oculus Rift application with C++ and OpenGL and Creation of plugins for Rhino and Sketchup.
3D, Graphics, Render, C++, WebGL, OpenGL, OpenCV, HTC vibe, Oculus, JS, NodeJS

Full-Stack Developer Dec 2015 - Apr 2016 (5 months)
Tretanto
Responsible for the development of Wallfer.com (social network) backend and some parts of frontend.
JS, JQuery, AngularJS, Android, REST API, Social Networks development, PHP, Symfony2 Framework, Doctrine, MySQL.

Android Developer (Internship) Feb 2015 - Apr 2015 (3 months)
Neosistec
Android, Java, XML, MySQL.

Projects

C++ / OpenGL Game Engine Nov 2017 – Present
Improving my C++ / OpenGL skills by writing a complete 2D Game Engine. Custom Memory Allocators, Custom Containers, Maths Module, Debug utils...
<https://github.com/adrianensis/DruidEngine>

[Final Year Project] JavaScript + WebGL 2D Game Engine Jul 2013 – May 2017
This Game Engine is developed as end-of-degree project and it is written in Javascript, WebGL and GLSL.
<https://github.com/adrianensis/ThiefEngine>

Artificial Intelligence for Video Games. Java + LibGDX Apr 2016 – Jul 2016
University Project. Artificial Intelligence for Video Games. Java + LibGDX. (Basic Steering, Delegate Steering, Group Steering, Flocking, State Machines, Pathfinding).
<https://github.com/adrianensis/AI-Videogames-2016>

Education

BSc (Hons) Computer Science degree. (2:1) 2012 - 2017
SCRUM Manager Certificate (level Expert) May 2015

Skills

- Programming Languages

 - C / C++
 - JavaScript
 - Java
- GameDev Technologies

 - Unreal Engine 4
 - OpenGL
 - WebGL
 - GLSL
 - LibGDX
 - Unity
 - Game Engine Architecture and internals
 - AI for Video Games
 - Real-time rendering
 - Real-time Physics / Collisions
- Others

 - Git
 - Perforce
 - CMake
 - LaTeX
 - Linux

Personal Summary

Game programming related topics are my passion, such as game engine programming, graphics (OpenGL), gameplay or physics programming. I have a real passion for what I study, I love programming and learning about game programming.

My strongest skills are my patient and my creativity, they allowed me to become self-learner and code my own Game Engines. I am also committed, a proficient team player, hard worker.

Extra Information

- Languages: Spanish (mother tongue).
- Full driving license.
- Eligible to work in the UK.