

RESUME

Personal Information:

First name / Surnames: Adrián Egea Comenge

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.

Languages:

Spanish (Mother tongue).

English

French

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/AI-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, JQuery, AngularJS, Android, REST API, Social Networks building, PHP, Symfony2 Framework, Doctrine, MySQL, Parse.com.

Skills and competences:

Programming languages:

- C / C++
- JavaScript
- Java
- Python
- PHP
- C#
- 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
- LaTeX
- Linux
- HTML
- CSS3
- Backend
- Android
- JQuery
- For more, see [LinkedIn](#)

Attitude:

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