


RESUME

Personal Information: <ul style="list-style-type: none"> First name / Surnames: Adrián Egea Comenge Telephone: 696786456 Date of birth: 2nd September 1994 Nationality: Spain City: Murcia Contact: <ul style="list-style-type: none"> E-mail: adrian.egea.comenge@gmail.com Portfolio: http://adrianecom.github.io/portfolio/ Github: https://github.com/AdrianECom LinkedIn: https://es.linkedin.com/in/adrián-egea-comenge-8a4902b9 	Education: <ul style="list-style-type: none"> 2012 – 2017: Computer Science degree. Languages: <ul style="list-style-type: none"> Spanish (Mother tongue). English French 	
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Projects: <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> 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). <ul style="list-style-type: none"> Link : https://github.com/AdrianECom/AI-Videogames-2016 Personal portfolio website : My personal portfolio, hosted on GitHub-pages. <ul style="list-style-type: none"> Link : https://github.com/AdrianECom/portfolio

Work experience: <ul style="list-style-type: none"> February 2015 – April 2015 : Android programmer. December 2015 – April 2016 : Web Programmer (Backend and Frontend developer).

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