Adrian Egea

Graphics Developer

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website http://adrianecom.github.io/portfolio/

github https://github.com/AdrianECom

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Personal Summary

Game programming related topics are my passion, such as game engine programming, graphics programming (OpenGL), gameplay programming 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, my will and my creativity, they allowed me to become self-learner and code my own 2D Game Engine. I am also a proficient team player, hard worker and creative.

Work experience

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, WebGL, OpenGL, OpenCV,

HTC vibe, Oculus, JS, NodeJS, Electron.

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 building,

PHP, Symfony2 Framework, Doctrine, MySQL.

Android Developer Feb 2015 - Apr 2015 (3 months)

Neosistec

Internship oriented to learn Android.

Java, XML, MySQL.

Skills

- C / C++
- JavaScript
- Java
- OpenGL
- WebGL
- GLSL
- LibGDX
- Game Engine Architecture and internals
- Artificial Intelligence (AI) for Video Games
- Real-time rendering
- Real-time Physics / Collisions
- Git
- CMake
- LaTeX
- Linux
- HTML

Projects

[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/AdrianECom/ThiefEngine

C++ / OpenGL Game Engine Nov 2017 - Present

Reading "Game Engine Architecture" from Jason Gregory and improving my C++ / OpenGL skills by writing a Game Engine. Custom Memory Allocators, Custom Containers, Maths Module…

https://github.com/AdrianECom/DruidEngine

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/AdrianECom/AI-Videogames-2016

Education

BSc (Hons) Computer Science degree. (2:1) 2012 - 2017

University of Murcia – um.es/informatica/

SCRUM Manager Certificate (level Expert) May 2015

SCRUM Manager - scrummanager.net

Extra Information

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