Adrian Egea

C++ Graphics / Games Developer

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Work experience

C++ Games Developer Apr 2018 - Present
Zitro Games

Member of the engine team, improving the framework used for making 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, 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 development,

PHP, Symfony2 Framework, Doctrine, MySQL.

Android Developer Feb 2015 - Apr 2015 (3 months)
Neosistec

Internship oriented to learn Android.

Android, Java, XML, MySQL.

Skills

- Programming Languages
  - C / C++
  - JavaScript
  - Java
- GameDev Technologies
  - OpenGL
  - WebGL
  - GLSL
  - LibGDX
  - Unity
  - Game Engine Architecture and internals
  - AI for Video Games
  - Real-time rendering
  - Real-time Physics / Collisions
- Others
  - Git
  - CMake
  - LaTeX
  - Linux
  - HMTL5
  - Ionic 3

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, my will and my creativity, they allowed me to become self-learner and code my own Game Engines. I am also commited, a proficient team player, hard worker, and creative.

Projects

C++ / OpenGL Game Engine Working on it Nov 2017 – Present
- Work in progress - Improving my C++ / OpenGL skills by writing a complete 3D Game Engine. Custom Memory Allocators, Custom Containers, Maths Module, Debug utils...
https://github.com/AdrianECom/DruidEngine

[Final Year Project] JavaScript + WebGL 2D Game Engine Finished 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

Artificial Intelligence for Video Games. Java + LibGDX Finished 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
SCRUM Manager Certificate (level Expert) May 2015

Extra Information

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