

RESUME

Personal Information:

- **First name / Surnames:** Adrián Egea Comenge
- **Nationality:** Spain
- **City:** Murcia

- **Contact:**
 - 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 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.
 - **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>

Work experience:

- **February 2015 – April 2015** : Android programmer.
- **December 2015 – April 2016** : Web Programmer (Backend and Frontend developer)

Personal 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
- HTML
- CSS3
- Backend
- Android
- JQuery

Attitude:

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