

Adrian Egea

Computer Science

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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 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.

Thanks you for reading, I truly hope you like my experience.

Work experience

Cl3ver Jun 2017 - Nov 2017 (6 months)
Graphics Programmer
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.

Tretanto Dec 2015 - Apr 2016 (5 months)
Web programmer
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.

Neosistec Feb 2015 - Apr 2015 (3 months)
Android programmer
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.
<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/](http://um.es/informatica/)

SCRUM Manager Certificate (level Expert) May 2015
[SCRUM Manager - scrummanager.net](http://scrummanager.net)

Extra Information

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