Adrian Egea

C++ Graphics / Games Developer

email	adrian.egea.comenge@gmail.com
website	http://adrianecom.github.io/portfolio/
github	https://github.com/AdrianECom
linkedIn	www.linkedin.com/in/adrian-egea-comenge

Work experience

Lead Programmer (Unreal Engine 4) Nov 2018 - Present

Limitless Games

Responsible for the Programming Team on a Triple-A game project. Responsible for the game core, gameplay, networking, automatic build system, tools and git scripts for the art team.

C++, Software Architect, Unreal Engine 4, Core, Gameplay, Multiplayer, Networking, UI, Blueprints, Jenkins.

C++ Games Developer Apr 2018 – Oct 2018

Zitro 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 (Internship) Feb 2015 - Apr 2015 (3 months)

Neosistec

Android, Java, XML, MySQL.

Skills

- Programming Languages
  - C / C++
  - JavaScript
  - Java
- GameDev Technologies
  - Unreal Engine 4
  - 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.