

# RESUME

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## Personal Information:

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

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**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

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## Projects:

**JavaScript + WebGL 2D Game Engine** : This Game Engine is developed as end-of-degree and it is written in Javascript, WebGL and GLSL. **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>

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## Work experience:

**February 2015 – April 2015** : Android programmer internship.

**December 2015 – April 2016** : Web Programmer. Backend/Frontend, Javascript, JQuery, AngularJS, Android, REST API, Social Networks building, PHP, Symfony2 Framework, Doctrine, MySQL, Parse.com.

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## 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
- Linux
- HTML
- CSS3
- Backend
- Android
- JQuery
- For more, see [LinkedIn](#)

### Attitude:

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