

# Adrian Egea Comenge – Computer Science Graduate

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## Personal Information:

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. (2:1)

## Languages:

Spanish (Mother tongue).

English

French

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## Projects:

[ End-of-Degree Project ] **JavaScript + WebGL 2D Game Engine (July 2013 – May 2017)** : This Game Engine is developed as end-of-degree project and it is written in Javascript, WebGL and GLSL.

Link : <https://github.com/AdrianECom/ThiefEngine>

**C++ / OpenGL Game Engine (Recently Started)** : Reading "Game Engine Architecture" from Jason Gregory and improving my C++ / OpenGL skills by writing a Game Engine.

Link : <https://github.com/AdrianECom/DruidEngine>

**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>

**Talk about Computer Graphics** : Talk, in spanish, about Graphics and WebGL at CodeCamp17.

Link : <https://github.com/AdrianECom/Charla-Graficos-CodeCamp17>

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## Work experience:

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

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

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## Skills and competences:

### Programming languages:

- C / C++
- JavaScript
- Java
- Python
- PHP
- C#
- Haskell
- 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
- CMake
- 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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