

# Adrian Egea

+6 Years of Experience

## Unreal Engine 5 | C++ | OpenGL | Games Developer

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### Work experience

<b>UE5 C++ Gameplay Programmer</b> (Unreal Engine 5) Mar 2024 – Jun 2024 (4 months) <a href="#">Underdog Studio (CI Games)</a> Working on Unannounced Survival Project C++, Gameplay, Blueprints, GAS, Quests System
<b>UE5 C++ Gameplay Programmer</b> (Unreal Engine 5) Aug 2021 – Mar 2024 (2 year 8 months) <a href="#">HexWorks (CI Games)</a> Working on <a href="#">The Lords of the Fallen</a> . C++, Gameplay, Blueprints, Wwise, Niagara, GAS, RPG, Quests System, Save Game System, Serialization System
<b>UE4 C++ Gameplay Programmer</b> (Unreal Engine 4) May 2020 – Jul 2021 (1 year 3 months) <a href="#">THQ Nordic Barcelona</a> Working on <a href="#">Gothic Remake</a> . C++, Gameplay, Blueprints, Animation Blueprints, Multiplayer, Tools
<b>UE4 C++ Lead Programmer</b> (Unreal Engine 4) Nov 2018 – Mar 2020 (1 year 4 months) <a href="#">Limitless Games</a> Working on Unannounced MOBA Project Responsible for the Programming Team on a AA game project. Responsible for the game core, gameplay, networking, automatic build system, tools and git scripts for the art team. C++, Software Architect, Core, Gameplay, Multiplayer, Networking, UI, Blueprints, Jenkins.
<b>C++ Games Developer</b> Apr 2018 – Oct 2018 (7 months) <a href="#">Zitro Games</a> 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.
<b>Graphics Developer</b> Jun 2017 - Nov 2017 (6 months) <a href="#">CI3ver</a> Responsible for the development of Oculus Rift app with C++ and OpenGL and Creation of plugins for Rhino and Sketchup. 3D, Graphics, Render, C++, WebGL, OpenGL, OpenCV, HTC vibe, Oculus, JS, NodeJS
<b>Full-Stack Developer</b> Dec 2015 - Apr 2016 (5 months) <a href="#">Tretanto</a> Responsible for the development of Wallfer.com (social network). JS, JQuery, AngularJS, Android, REST API, Social Networks development, PHP, Symfony2 Framework, Doctrine, MySQL.
<b>Android Developer</b> (Internship) Feb 2015 - Apr 2015(3 months) <a href="#">Neosistec</a> Android, Java, XML, MySQL.

### Projects

<b>C++ / OpenGL Game Engine</b> Nov 2017 – Present Improving my C++ / OpenGL skills by writing a complete 2D Game Engine. <a href="https://github.com/adrianensis/ForestEngine">https://github.com/adrianensis/ForestEngine</a>
<b>[ Final Year Project ] JavaScript + WebGL 2D Game Engine</b> Jul 2013 – May 2017 This Game Engine is developed as end-of-degree project and it is written in Javascript, WebGL and GLSL. <a href="https://github.com/adrianensis/ThiefEngine">https://github.com/adrianensis/ThiefEngine</a>
<b>Artificial Intelligence for Video Games. Java + LibGDX</b> Apr 2016 – Jul 2016 University Project. Artificial Intelligence for Video Games. Java + LibGDX. (Basic Steering, Delegate Steering, Group Steering, Flocking, State Machines, Pathfinding). <a href="https://github.com/adrianensis/AI-Videogames-2016">https://github.com/adrianensis/AI-Videogames-2016</a>

### Education

BSc (Hons) Computer Science degree. (2:1) 2012 - 2017

### Skills

► <b>Programming Languages</b> <ul style="list-style-type: none"><li>◦ C / C++</li><li>◦ JavaScript</li><li>◦ Java</li><li>◦ Python</li></ul>	► <b>Others</b> <ul style="list-style-type: none"><li>◦ Git</li><li>◦ Perforce</li><li>◦ Plastic</li><li>◦ CMake</li><li>◦ LaTeX</li><li>◦ Linux</li></ul>
► <b>GameDev Technologies</b> <ul style="list-style-type: none"><li>◦ Unreal Engine 5</li><li>◦ OpenGL 4</li><li>◦ WebGL</li><li>◦ GLSL</li><li>◦ Game Engine Architecture and internals</li><li>◦ AI for Video Games</li><li>◦ Real-time rendering</li><li>◦ Real-time Physics / Collisions</li></ul>	

### Personal Summary

As a creative person, programming is really interesting way to create solutions and solve problems. Game programming is such funny discipline since it implies a lot of fields like game engine architecture, graphics (OpenGL), gameplay or physics programming. I enjoy learning everyday, new technologies and good practices :)

My strongest skills are my patient and my creativity, they allowed me to become self-learner and code my own Game Engines. I am also committed, a proficient team player, hard worker.

### Extra Information

- Languages: Spanish (native).
- Full driving license.