SERGIO ABREU GARCÍA

GAME DEV

ABOUT ME

I studied Game Development (engineering side), and I have worked mainly with Unity, C++, and Python.

I'm a very curious person, so I also know about other topics such as web dev, AI, cryptocurrencies, or VR.

EDUCATION

COMPLUTENSE UNIVERSITY OF MADRID
2016 - 2021 | Videogame Development degree (faculty of Computer Science)

FLUENT IN ENGLISH, NATIVE SPANISH AND GALICIAN

PROJECTS

2021

PHYSICS-BASED ANIMATION THROUGH RL
Bachelor's final project
- Understanding the physics behind complex rigid-body systems
- Developing a deep neural network that achieves natural movement through reinforcement learning

2020

C++ ENGINE FROM SCRATCH
College project - Main programmer
- Game engine developed from scratch in C++ using Ogre3D, Bullet Physics, SDL, FMOD, and CEGUI.
- I was focused on making the engine architecture and abstract functionality

2020

ACTIVE RAGDOLLS
A solo project on physics-based animation
- Animation of physically simulated characters
- YouTube video explaining how active ragdolls work

CONTACT

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SKILLS

Unity
Programming
Communication
Game physics
AI
UX