SERGIO ABREU GARCÍA

Software developer

ABOUT ME

I studied Video-game Development (programming side), and I have worked mainly with Unity, C++, and Python. I'm a curious person, so I also learnt by myself about many other topics such as front end, machine learning, cryptocurrencies or virtual reality.

EDUCATION

2016 – 2021   Bachelor's degree in Video-game Development

Complutense University of Madrid (Computer Science)

Fluent in English, native Spanish and Galician

EXPERIENCE

2021   Augmented reality project for the automotive industry
- Developed a Unity prototype in a team of 3 to train factory workers.
- Used tracking haptic gloves and augmented reality glasses.
- Synchronized multiple devices in a local network using Mirror.

PERSONAL PROJECTS

2021   Physics-based animation through reinforcement learning
- Bachelor's final project made along with a colleague of mine.
- Researched the physics behind complex rigid-body systems in Unity.
- Developed a deep neural network (RL) to achieve natural physics-based movements based on pre-recorded animations.

2020   C++ engine from scratch
- Game engine written in C++ in a team of 8 people.
- Used Ogre3D, Bullet Physics, SDL, FMOD, and CEGUI
- I was focused on the engine architecture and abstract functionality.

2020   Active ragdolls
- Built a physics-based animation system in Unity.
- YouTube video explaining how active ragdolls work.

CONTACT

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