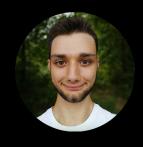
# SERGIO ABREU GARCÍA

GAME DEV



## **ABOUT ME**

I'm currently finishing my Videogame Development degree, while looking for opportunities to grow as a professional. I'm specialized in programming, having worked mainly with Unity, C++ and Python.

## **EDUCATION**

#### **COMPLUTENSE UNIVERSITY OF MADRID**

2016 - 2021 | Videogame Development degree (finishing this year)

## **PROJECTS**

#### 2021 PHYSICS-BASED ANIMATION THROUGH RL

Bachelor's final project

- Understanding the physics behind complex rigidbody systems
- Developing a deep neural network that achieves natural movements 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 arquitecture 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

