

# SERGIO ABREU GARCÍA

GAME DEV



## CONTACT

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## 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 rigid-body 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 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

## SKILLS

Unity	<div><div></div></div>
Programming	<div><div></div></div>
Communication	<div><div></div></div>
Game physics	<div><div></div></div>
AI	<div><div></div></div>
UX	<div><div></div></div>