

# Adrian Egea

+6 Years of Experience

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

email            [adrian.egea.comenge@gmail.com](mailto:adrian.egea.comenge@gmail.com)  
website        <http://adrianensis.github.io/portfolio/>  
github         <https://github.com/adrianensis>  
linkedin       [www.linkedin.com/in/adrian-egea-comenge](http://www.linkedin.com/in/adrian-egea-comenge)

### Work experience

**UE5 C++ Gameplay Programmer** (Unreal Engine 5) Mar 2024 – Jun 2024 (4 months)  
[Underdog Studio \(CI Games\)](#) Working on Unannounced Survival Project  
C++, Gameplay, Blueprints, GAS, Quests System

**UE5 C++ Gameplay Programmer** (Unreal Engine 5) Aug 2021 – Mar 2024 (2 year 8 months)  
[HexWorks \(CI Games\)](#) Working on [The Lords of the Fallen](#).  
C++, Gameplay, Blueprints, Wwise, Niagara, GAS, RPG, Quests System, Save Game System, Serialization System

**UE4 C++ Gameplay Programmer** (Unreal Engine 4) May 2020 – Jul 2021 (1 year 3 months)  
[THQ Nordic Barcelona](#) Working on [Gothic Remake](#).  
C++, Gameplay, Blueprints, Animation Blueprints, Multiplayer, Tools

**UE4 C++ Lead Programmer** (Unreal Engine 4) Nov 2018 – Mar 2020 (1 year 4 months)  
[Limitless Games](#) 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.

**C++ Games Developer** Apr 2018 – Oct 2018 (7 months)  
[Zitro Games](#)  
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.

**Graphics Developer** Jun 2017 - Nov 2017 (6 months)  
[CI3ver](#)  
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

**Full-Stack Developer** Dec 2015 - Apr 2016 (5 months)  
[Tretanto](#) Responsible for the development of Wallfer.com (social network).  
JS, JQuery, AngularJS, Android, REST API, Social Networks development,  
PHP, Symfony2 Framework, Doctrine, MySQL.

**Android Developer** (Internship) Feb 2015 - Apr 2015(3 months) [Neosistec](#) Android, Java, XML, MySQL.

### Projects

**C++ / OpenGL / Vulkan Game Engine** Nov 2017 – Present  
Improving my C++ / OpenGL skills by writing a complete 2D Game Engine. With experimental Vulkan branch!  
<https://github.com/adrianensis/ForestEngine>

**[ Final Year Project ] JavaScript + WebGL 2D Game Engine** Jul 2013 – May 2017  
This Game Engine is developed as end-of-degree project and it is written in Javascript, WebGL and GLSL.  
<https://github.com/adrianensis/ThiefEngine>

**Artificial Intelligence for Video Games. Java + LibGDX** Apr 2016 – Jul 2016  
University Project. Artificial Intelligence for Video Games. Java + LibGDX. (Basic Steering, Delegate Steering, Group Steering, Flocking, State Machines, Pathfinding).  
<https://github.com/adrianensis/AI-Videogames-2016>

### Education

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

### Skills

- Programming Languages

  - C / C++
  - JavaScript
  - Java
  - Python
- GameDev Technologies

  - Unreal Engine 5
  - OpenGL 4
  - WebGL
  - GLSL
  - Game Engine Architecture and internals
  - AI for Video Games
  - Real-time rendering
  - Real-time Physics / Collisions
- Others

  - Git
  - Perforce
  - Plastic
  - CMake
  - LaTeX
  - Linux

### 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.