

VALENTIN GALEA

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SUMMARY

Over 10 years of professional experience. C++ expert, worked on both video games and applications, PC and mobile development.

Skill-set:

- + advanced C++03 and C++11
- + 3D Graphics concepts and algorithms - proficient in *OpenGL*
- + gameplay programming techniques
- + knowledge about *multithreaded* and *network* environments
- + pretty fluent in Java and C#. Know a lot about Perforce, Git and 3D Studio Max. Can manage myself in Jira or Hansoft.

WORK EXPERIENCE

SENIOR PROGRAMMER - JAGEX

December 2012 - Present

Jagex are best known for *RuneScape*, the world's largest free-to-play MMORPG. Currently I'm working on a whole different project:



Transformers Universe - a 3D MOBA game based on the popular Transformers franchise.

I am a *game engine developer* dealing with server side infrastructure. I started working on the Chat infrastructure and VOIP system. Then the game changed tech and now I work closely on the Matchmaking and Grouping Servers.

TECHNICAL DIRECTOR - GAMBIT SOFTWARE

January 2011 - September 2012

Small indie company that I co-founded with a friend. I helped running it from day 1, being involved in all everyday tasks from technical to managerial. Projects of note:

a **Horse Racing** game for a casino in the Republic of Ireland - a 2D/3D PC game that simulates horse races gambling. We also did contract work for **Goom Radio**, France - and for **Coca-Cola Hellenic**.

SENIOR PROGRAMMER - GAMELOFT

September 2009 - January 2011

I worked on the iOS versions of:

Tom Clancy's Splinter Cell - I worked on various features like fog effects, night and thermal vision, sniper rifles and world editor enhancements.

N.O.V.A - Besides other things, I was chiefly involved in implementing an in-game proprietary online store.

Asphalt 5 - I joined towards the end of the project, being in charge of the demo version.



(LEAD) PROGRAMMER - NEWROSOFT RESEARCH & DEVELOPMENT

August 2004 - November 2007 (with a break)

Various projects for this company that did contract work for the likes of *Sony Online Entertainment*:



Shopping Dash - casual strategy and time management game; I was acting as team lead and worked on the gameplay, AI, map editor and scripting.

The Da Vinci Code - an adventure, match-3 game based on the popular book and film, I was responsible of converting it from OpenGL to DirectX.

Bewitched - a game based on the hit TV series, I implemented the main match-3 mechanic, board fill algorithms and other various gameplay features.

Some unreleased projects like the Nintendo DS game **Cheggers Party Quiz** and one of the first MMO attempts **Age of Mourning**

PROGRAMMER - QUAKE 3 ARENA MODDING

2002 - 2003

Freelance work on a total-conversion of Quake 3 Arena for IMU Studios in Canada. I worked on integrating new features like inventory and new powerups items. I worked directly on the coding keeping in touch with the other members of the team via IRC.



PERSONAL PROJECTS

valentingalea.github.com/newpas/ - Pascal compiler with VM and OpenGL tech-demo - Open Source

valentingalea.github.com/android-3d-engine/ - Small 3D engine for Android devices - Open Source