

VALENTIN GALEA

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SUMMARY

Over 10 years of professional experience. C++ expert, PC, console and mobile development.

- + advanced C++03 and C++11, fluent in C#
- + 3D Graphics concepts and algorithms
- + knowledge of *multithreaded* and *network* programming
- + experience in *Unreal Engine 3* and in *Unreal 4*
- + ability to write clean, maintainable and modular source code.
- + excellent social skills, enjoy pair programming and peer reviews

WORK EXPERIENCE

Senior Core-Tech Programmer - *Splash Damage* / January 2015 - present

Gears Of War Ultimate Edition - Xbox One

- + VFX and Tech Art support: particle systems, editor enhancements
- + implemented GPU rain and weather system
- + assisted with the "stitching tool" for mesh instancing
- + ownership of the memory system of Unreal Engine 3: optimisations, tracking and custom tools

Game Engine Developer - *Jagex* / December 2012 - December 2014

Transformers Universe - PC, 3D MOBA

- + assisted development of low level infrastructure systems like: savegames, matchmaking, player groups, levelling and XP
- + lend a helping hand the VFX department with a robust shader system
- + did a bit of R&D of more complex graphical effects

Technical Director - *GAMbit Software* / January 2011 - September 2012

Small indie company that I co-founded with a friend.

- + helped running it from day 1, being involved in all everyday tasks from technical to managerial
- + a casino purposed **Horse Racing** game, 2D/3D PC simulation
- + contract work for **Goom Radio**, France, and for **Coca-Cola Hellenic**

Senior Programmer - *Gameloft* / September 2009 - January 2011

Tom Clancy's Splinter Cell - iOS/Android, 3D action/stealth

- + fixed pipeline OpenGL graphics features like fog effects, night and thermal vision
- + implemented sniper rifles

- + world editor enhancements

N.O.V.A - iOS/Android, FPS

- + various gameplay fixes
- + implemented an in-game proprietary online store

Asphalt 5 - iOS, 3D racer

- + the demo version of the game (stripped assets, prepared special build)

Lead Programmer - *Newrosoft R&D* / July 2006 - November 2007

Cheggers Party Quiz - Nintendo DS

- + learned the Nintendo specific SDK and prepared wrappers around it

Shopping Dash - PC, 2D casual strategy and time management

- + acting as team lead and worked on the gameplay, AI, map editor and scripting.

The Da Vinci Code - PC, 2D/3D adventure, match-3

- + responsible of converting it from OpenGL to DirectX.

Bewitched - PC, 2D adventure, match-3

- + implemented the main match-3 mechanic, board fill algorithms

Programmer - *Newrosoft R&D* / August 2004 - July 2006

unreleased **Age of Mourning** - MMO

- + worked on various stages of the project
- + tried to port it to Torque 3D

Tom Clancy's: Rainbow Six 3 - J2ME, 2D Action Shooter

- + optimised framerate and player targeting system

Programmer - *Quake 3 Arena modding* / 2002 – 2003

Freelance work on a total-conversion of Quake 3 Arena for IMU Studios in Canada.

- + integrating new engine features like inventory and different powerups items.
- + keeping in touch and planning with the other members of the team via IRC.

Personal Projects - Open Source

[/shaderbox](#) - Advanced shader effects, experiments with raytracing and raymarching

[/android-3d-engine](#) - 3D engine tech study for Android devices

[/newpas](#) - Scripting language (Pascal) experiments: full compiler, VM, game integration