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, fluent in C#
+ 3D Graphics concepts and algorithms - proficient in *OpenGL*
+ gameplay programming techniques
+ experienced in *multithreaded* and *network* environments
+ beginner in *Unreal Engine 4*, advanced *Unity 3D*
+ know a lot about *Perfoce*, *Git* and *3D Studio Max*.
+ ability to write clean, maintainable and modular source code.
+ excellent social skills, enjoy pair programming and peer reviews

WORK EXPERIENCE

Game Engine Developer - *JAGEX / December 2012 - Present*

Transformers Universe - 3D MOBA
+ assisted development of key infrastructure systems like: savegame system, matchmaking, player groups
+ re-factored and optimized the levelling up and XP system
+ gameplay related interactions between server and client
+ 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

valentingalea.github.com/android-3d-engine/ - 3D engine tech study for Android devices, features light and shadow mapping exercises along with a race track generator – Open Source

valentingalea.github.com/newpas/ - Tech-demo of a Pascal language compiler with custom VM execution that is used as a scripting language for an OpenGL car physics experiment – Open Source