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
+ knowledge about *multithreaded* and *network* environments
+ master of *Unity*, beginner in *Unreal Engine 4*
+ know a lot about *Perfoce*, *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

A leading global publisher of video and social games, Gameloft creates content for all digital platforms, specializing on smartphones and tablets. I worked the iOS versions of: (recent/bigger projects first)

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/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