

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
- + beginner in *Unreal Engine 4*, advanced *Unity 3D*
- + know a lot about *Perforce*, *Git* and *3D Studio Max*. Can manage myself in Jira or Hansoft.
- + ability to write clean, maintainable and modular source code.

WORK EXPERIENCE

Senior Programmer - *JAGEX* / December 2012 - Present

Transformers Universe - 3D MOBA

- + implemented Player Groups functionality
- + helped write the Matchmaking service
- + in charge of the Skill-score points system
- + re-factored and optimized the levelling up and XP system
- + gameplay related interactions between server and client

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 / August 2004 - November 2007 (with break)

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

unreleased **Age of Mourning** - MMO

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

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