

# VALENTIN GALEA

London, United Kingdom - [valentin.galea@gmail.com](mailto:valentin.galea@gmail.com) - <https://github.com/valentingalea/>

Over 12 years of professional experience; PC, console and mobile development

- + exhaustive C++11/14/17; teacher and public presenter
- + long background in low-level architecture: modern 3D rendering, multithreaded programming, memory management and network systems
- + extensive and systemic experience with *Unreal Engine 4*
- + skilled in leadership, training and coaching techniques

## Speaker and Presenter

- + CppCon 2019, Denver, US – “Compiled C++ Coding Standards”
- + Unreal Fest 2019, Prague, CZ - “Growing a Healthy Unreal Engine 4 Ecosystem”
- + CppCon 2018, Seattle, US - “Rapid Prototyping of Graphics Shaders in Modern C++”
- + ACCU 2018, Bristol, UK - “The Badlands of C++: Professional Game Development”

## Technical Lead - *Splash Damage* / Feb 2019 - present

**Halo: The Master Chief Collection** – multiple platforms

- + <ongoing confidential development>
- + roadmap and milestone planning / close liaising with co-development partner
- + managing and coordinating Leads team (4 to 5 people)
- + setting and observing technical direction and standards, implementing due processes

## Lead Core-Tech Programmer - *Splash Damage* / Sept 2017 – Jan 2019

**Unannounced Title** – multiple platforms

- + managing Core-Tech team (5 to 6 people)
- + coaching, mentorship, 1-2-1 conversations
- + overseeing general engine and infrastructure development
- + drive Tech Brief/Design and initial implementation of features

## Senior Core-Tech Programmer - *Splash Damage* / Jan 2015 - Sept 2017

**Gears Tactics** – Xbox One, Windows 10

- + implementing end-to-end features (gameplay to rendering) <ongoing confidential development>

**Gears of War 4** – Windows 10

- + involved with core tech and low-level systems
- + implemented the PSO management for the DirectX 12 renderer

#### **Gears Of War Ultimate Edition** - Xbox One, Windows 10

- + ported to the new UWP Microsoft platform
- + implemented GPU rain and weather system
- + 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
- + R&D work for graphical effects like parallax mapping and a VFX shader system

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

Small indie company that I co-founded with a friend

- + daily development on Windows and Android platforms
- + liaise with contractors, client acquisition and communication

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

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

- + executed OpenGL graphics features like fog effects, night and thermal vision
- + implemented sniper rifles as well as world editor enhancements

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

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

##### **Asphalt 5** - iOS, 3D racer

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

#### **Senior 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, The Da Vinci Code, Bewitched** - PC, match-3, 2D casual strategy

- + acting as team lead and worked on the gameplay, AI, map editor and scripting
- + responsible of converting it from OpenGL to DirectX

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

##### unreleased **Age of Mourning** - MMO

- + worked on various stages of the project
- + ported proprietary engine to Torque 3D