

# VALENTIN GALEA

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## SUMMARY

Over 10 years of professional experience; PC, console and mobile development; Systems and rendering.

- + advanced C++11/14/17; enthusiast level teacher and presenter
- + 3D graphics concepts and algorithms, modern rendering techniques
- + solid knowledge of *multithreaded* programming
- + extensive experience with *Unreal Engine 4*
- + taking pride in writing clean, maintainable and modular source code
- + excellent social skills, enjoying pair programming and peer reviews

## WORK EXPERIENCE

### Open Source Author / 2015 – present

[github.com/valentingalea/shaderbox](https://github.com/valentingalea/shaderbox) – C++, GLSL, HLSL

- + raytracing and raymarching library, signed distance fields modeling
- + procedural terrain generation, volumetric effects, clouds rendering

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

- + prepared and presented internal talk series “C++11/14 for game development”
- + writer of public C++ newsletter: <https://goo.gl/KfrGqD>

**Unannounced Title** – Xbox One, Windows 10

- + implementing complete 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
- + VFX and Tech Art support: particle systems, editor enhancements
- + 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

- + lend a helping hand the VFX department with a robust shader system
- + R&D work for more graphical effects like parallax mapping

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

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

## 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
- + integrated 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, 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.
- + 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
- + ported proprietary engine 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

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