

VALENTIN GALEA

London, United Kingdom - valentin.galea@gmail.com - <https://github.com/valentingalea/>

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

- + exhaustive C++11/14/17; teacher and public presenter
- + advanced 3D graphics concepts and algorithms, modern rendering techniques
- + solid knowledge of *multithreaded* programming
- + extensive and systemic experience with *Unreal Engine 4*
- + taking pride in writing clean, maintainable and modular source code
- + excellent social skills as well as leadership and personal management

Speaker and Presenter

- + 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"

Lead Core-Tech Programmer - *Splash Damage* / Sept 2017 - present

Halo: The Master Chief Collection – multiple platforms

- + <ongoing confidential development>
- + managing Core-Tech team and overseeing general development
- + roadmap and milestone planning / close liaising with co-development partner

Unannounced Title – multiple platforms

- + managing team and owning systems <confidential development>

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
- + 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 graphical effects like parallax mapping

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

- + 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)

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
- + 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