

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 – 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 monthly C++ newsletter

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.