

# VALENTIN GALEA

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

Over 10 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

- + ACCU 2018, Bristol, UK - "The Badlands of C++: Professional Game Development"
- + Meetup.com C++ London, UK - various talks

## Open Source - [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

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

**Unannounced Title** – multiple platforms

- + managing team and owning systems <ongoing confidential development>

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

**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 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)

## 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