# VALENTIN GALEA

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

## SUMMARY

Over 10 years of professional experience. C++ expert, PC, console and mobile development.

* advanced C++03 and C++11, fluent in C#
* 3D Graphics concepts and algorithms
* knowledge of *multithreaded* and *network* programming
* experience in *Unreal Engine 3* and in *Unreal 4*
* ability to write clean, maintainable and modular source code.
* excellent social skills, enjoy pair programming and peer reviews

## WORK EXPERIENCE

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

**Gears Of War Ultimate Edition** - Xbox One

* VFX and Tech Art support: particle systems, editor enhancements
* implemented GPU rain and weather system
* assisted with the "stitching tool" for mesh instancing
* 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
* did a bit of R&D of more complex graphical effects

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

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

* helped running it from day 1, being involved in all everyday tasks from technical to managerial
* a casino purposed **Horse Racing** game, 2D/3D PC simulation
* contract work for **Goom Radio**, France, and for **Coca-Cola Hellenic**

### 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
* implemented 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** - PC, 2D casual strategy and time management

* acting as team lead and worked on the gameplay, AI, map editor and scripting.

**The Da Vinci Code** - PC, 2D/3D adventure, match-3

* responsible of converting it from OpenGL to DirectX.

**Bewitched** - PC, 2D adventure, match-3

* 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
* tried to port it 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

Freelance work on a total-conversion of Quake 3 Arena for IMU Studios in Canada.

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

### Personal Projects - Open Source

[/shaderbox](http://valentingalea.github.io/shaderbox/) - Advanced shader effects, experiments with raytracing and raymarching

[/android-3d-engine](http://valentingalea.github.io/android-3d-engine/) - 3D engine tech study for Android devices

[/newpas](http://valentingalea.github.io/newpas/) - Scripting language (Pascal) experiments: full compiler, VM, game integration