# VALENTIN GALEA

London, United Kingdom - <https://twitter.com/valentin_galea> - <https://github.com/valentingalea/>

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

* exhaustive C++11/14/17; teacher and public presenter
* long background in low-level architecture: modern 3D rendering, multithreaded programming, memory management and network systems
* extensive and systemic experience with *Unreal Engine 4*
* skilled in leadership, training and coaching techniques

### Speaker and Presenter

* CppCon 2019, Denver, US – “Compiled C++ Coding Standards”
* 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”

### Technical Lead - *Splash Damage* / Feb 2019 - present

**Halo: The Master Chief Collection** – multiple platforms

* <ongoing confidential development>
* roadmap and milestone planning / close liaising with co-development partner
* managing and coordinating Leads team (4 to 5 people)
* setting and observing technical direction and standards, implementing due processes

### Lead Core-Tech Programmer - *Splash Damage* / Sept 2017 – Jan 2019

**Unannounced Title** – multiple platforms

* managing Core-Tech team (5 to 6 people)
* coaching, mentorship, 1-2-1 conversations
* overseeing general engine and infrastructure development
* drive Tech Brief/Design and initial implementation of features

### 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
* 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
* R&D work for graphical effects like parallax mapping and a VFX shader system

### 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

* executed OpenGL graphics features like fog effects, night and thermal vision
* implemented sniper rifles as well as 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

* full ownership of 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

### 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