# VALENTIN GALEA

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## SUMMARY

Over 10 years of professional experience. C++ expert, worked on both video games and applications, PC and mobile development.

Skill-set:

+ advanced C++03 and C++11

+ 3D Graphics concepts and algorithms - proficient in *OpenGL*

+ gameplay programming techniques

+ knowledge about *multithreaded* and *network* environments

+ pretty fluent in Java and C#. Know a lot about Perfoce, Git and 3D Studio Max. Can manage myself in Jira or Hansoft.

## WORK EXPERIENCE

### Senior Programmer - *JAGEX*

*December 2012 - Present*

*Jagex* are best known for *RuneScape*, the world's largest free-to-play MMORPG. Currently I'm working on a whole different project:

**Transformers Universe** - a 3D MOBA game based on the popular Transformers franchise.

I am a *game engine developer* dealing with server side infrastructure. I started working on the Chat infrastructure and VOIP system. Then the game changed tech and now I work closely on the Matchmaking and Grouping Servers.

### Technical Director - *GAMBIT SOFTWARE*

*January 2011 - September 2012*

Small indie company that I co-founded with a friend. I helped running it from day 1, being involved in all everyday tasks from technical to managerial. Projects of note:

a **Horse Racing** game for a casino in the Republic of Ireland - a 2D/3D PC game that simulates horse races gambling. We also did contract work for **Goom Radio**, France - and for **Coca-Cola Hellenic**.

### Senior Programmer - *GAMELOFT*

*September 2009 - January 2011*

I worked on the iOS versions of:

**Tom Clancy's Splinter Cell** - I worked on various features like fog effects, night and thermal vision, sniper rifles and world editor enhancements.

**N.O.V.A** - Besides other things, I was chiefly involved in implementing an in-game proprietary online store.

**Asphalt 5** - I joined towards the end of the project, being in charge of the demo version.

### (Lead) Programmer - *NEWROSOFT RESEARCH & DEVELOPMENT*

*August 2004 - November 2007* (with a break)

Various projects for this company that did contract work for the likes of *Sony Online Entertainment*:

**Shopping Dash** - casual strategy and time management game; I was acting as team lead and worked on the gameplay, AI, map editor and scripting.

**The Da Vinci Code** - an adventure, match-3 game based on the popular book and film, I was responsible of converting it from OpenGL to DirectX.

**Bewitched** - a game based on the hit TV series, I implemented the main match-3 mechanic, board fill algorithms and other various gameplay features.

Some unreleased projects like the Nintendo DS game **Cheggers Party Quiz** and one of the first MMO attempts **Age of Mourning**



### Programmer - Quake 3 Arena modding

*2002 – 2003*

Freelance work on a total-conversion of Quake 3 Arena for IMU Studios in Canada. I worked on integrating new features like inventory and new powerups items. I worked directly on the coding keeping in touch with the other members of the team via IRC.

## Personal Projects

[valentingalea.github.com/newpas/](http://valentingalea.github.com/newpas/) - Pascal compiler with VM and OpenGL tech-demo – Open Source

[valentingalea.github.com/android-3d-engine/](file:///W:\Dropbox\Docs\valentingalea.github.com\android-3d-engine\) - Small 3D engine for Android devices – Open Source