Adrian Egea

+9 Years of Experience

Software Engineer / Games Developer

Unreal Engine 5 | C++ | OpenGL | Vulkan | Gameplay/Systems Programmer

Email	adrian.egea.comenge@gmail.com
Github	https://github.com/adrianensis
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Work experience

Freelance / Contract (Unreal Engine 5) Jul 2024 – Present

Freelance works as Senior Game Developer.
C++, Gameplay, Systems, Blueprints, GAS, Mutable, Modding, Consoles integration (PS5, XSX)...

UE5 C++ Gameplay Programmer (Unreal Engine 5) Mar 2024 – Jun 2024 (4 months)

Underdog Studio (CI Games) Working on Unannounced Survival Project
C++, Gameplay, Systems, Blueprints, GAS, Quests System

UE5 C++ Gameplay Programmer (Unreal Engine 5) Aug 2021 – Mar 2024 (2 year 8 months)

HexWorks (CI Games) Working on **The Lords of the Fallen**.
C++, Gameplay, Systems, Blueprints, Wwise, Niagara, GAS, RPG, Quests System, Save Game System, Serialization System

UE4 C++ Gameplay Programmer (Unreal Engine 4) May 2020 – Jul 2021 (1 year 3 months)

THQ Nordic Barcelona Working on **Gothic Remake**.
C++, Gameplay, Systems, Blueprints, Animation Blueprints, Multiplayer, Tools

UE4 C++ Lead Programmer (Unreal Engine 4) Nov 2018 – Mar 2020 (1 year 4 months)

Limitless Games Working on Unannounced MOBA Project
Responsible for the Programming Team on a AA game project. Responsible for the game core, gameplay, networking, automatic build system, tools and git scripts for the art team.
C++, Software Architect, Gameplay, Systems, Networking, UI, Blueprints, Jenkins.

C++ Games Developer Apr 2018 – Oct 2018 (7 months)

Zitro Games
Responsible for the development of features implementation and bug fixing for multiple games based on Irrlicht 3D game engine.
C++, Irrlicht, 3D, Graphics, Render, XML, Linux, OpenGL, Engine Programming.

Graphics Developer Jun 2017 - Nov 2017 (6 months)

Cl3ver
Responsible for the development of Oculus Rift app with C++ and OpenGL and Creation of plugins for Rhino and Sketchup.
3D, Graphics, Render, C++, WebGL, OpenGL, OpenCV, HTC vibe, Oculus, JS, NodeJS

Full-Stack Developer Dec 2015 - Apr 2016 (5 months)

Tretanto Responsible for the development of Wallfer.com (social network).
JS, JQuery, AngularJS, Android, REST API, Social Networks development, PHP, Symfony2 Framework, Doctrine, MySQL.

Android Developer (Internship) Feb 2015 - Apr 2015(3 months)

Neosistec Android, Java, XML, MySQL.

Skills

Programming Languages

- **C++** (Modern 17/20/23)
- **Unreal Blueprints**
- Python
- JavaScript
- Java

GameDev Technologies

- **Unreal Engine 5**
- **Unreal GAS**
- **OpenGL 4**
- **Vulkan**
- **WebGL**
- **GLSL**
- **Game Engine Architecture** and internals
- Real-time rendering
- Real-time Physics / Collisions
- AI for Video Games

Others

- **Git**
- **Perforce**
- **Plastic**
- **CMake**
- Linux
- NodeJS
- Steam

Personal Summary

Software Engineer and passionate about creative projects. My strongest skills are **patience** and **creativity**, they allowed me to become **self-learner** and code my own **Game Engine(s)** and take part in multiple **Unreal Engine** based projects. I am also committed, collaborative and hard worker.

Projects

C++ / OpenGL / Vulkan 3D Game Engine Nov 2017 – Present

Improving my C++ / OpenGL / Vulkan skills by writing a 3D Game Engine.

https://github.com/adrianensis/ForestEngine

JavaScript + WebGL 2D Game Engine Jul 2013 – May 2017

This Game Engine is developed as end-of-degree project and it is written in Javascript, WebGL and GLSL.

https://github.com/adrianensis/ThiefEngine

Artificial Intelligence Project for Video Games. Java + LibGDX Apr 2016 – Jul 2016

University Project. Artificial Intelligence for Video Games. Java + LibGDX. (Basic Steering, Delegate Steering, Group Steering, Flocking, State Machines, Pathfinding).

https://github.com/adrianensis/AI-Videogames-2016

Education

BSc (Hons) **Computer Science** degree. (2:1) 2012 - 2017

Extra Information

- Languages: **English** (working level), **Spanish** (native level), **French** (basic level),
- Full driving license