Adrian Egea

C++ Games Developer

Looking For → Remote job

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Work experience

UE5 C++ Gameplay Programmer (Unreal Engine 5) Mar 2024 – present

Underdog Studio (CI Games) Working on **UNANNOUNCED PROJECT**
C++, Gameplay, Blueprints, GAS, Quests System

UE5 C++ Gameplay Programmer (Unreal Engine 5) Aug 2021 – Mar 2024

HexWorks (CI Games) Working on The Lords of the Fallen.
C++, Gameplay, 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, Blueprints, Animation Blueprints, Multiplayer, Tools

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

Limitless Games

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, Core, Gameplay, Multiplayer, 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)

CI3ver

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 / C++
  ○ JavaScript
  ○ Java

▶ GameDev Technologies
  ○ Unreal Engine 5
  ○ OpenGL
  ○ WebGL
  ○ GLSL
  ○ LibGDX
  ○ Unity
  ○ Game Engine Architecture and internals
  ○ AI for Video Games
  ○ Real-time rendering
  ○ Real-time Physics / Collisions

▶ Others
  ○ Git
  ○ Perforce
  ○ Plastic
  ○ CMake
  ○ LaTeX
  ○ Linux

Personal Summary

As a creative person, programming is really interesting way to create solutions and solve problems. Game programming is such funny discipline since it implies a lot of fields like game engine architecture, graphics (OpenGL), gameplay or physics programming. I enjoy learning everyday, new technologies and good practices :)

My strongest skills are my patient and my creativity, they allowed me to become self-learner and code my own Game Engines. I am also committed, a proficient team player, hard worker.

Projects

C++ / OpenGL Game Engine Nov 2017 – Present
Improving my C++ / OpenGL skills by writing a complete 2D Game Engine. Custom Memory Allocators, Custom Containers, Maths Module, Debug utils...
https://github.com/adrianensis/ForestEngine

[Final Year Project] 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 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: Spanish (native).
▶ Full driving license.