PERE PRIM CAROL
GAME PROGRAMMER
www.pereprm.com

CONTACT

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ABOUT ME

I'm focused and motivated to join the workforce and face new challenges that will allow me to develop my skills in order to provide my best version to the company, while also growing professionally and personally.

I consider myself a perfectionist, hardworking, organized, respectful, and responsible person. I work well both individually and as part of a team, although I believe that having a good working relationship is essential in achieving professional goals.

LANGUAGE

Spanish: Native

English: Basic

Catalan: Native

SKILLS

Programming Languages:
  C, C++, C#, Phython, SQL

Game Engines:
  Unity, Unreal Engine

Render:
  OpenGl, GLSL

Source Control:
  Git, Perforce

Miscellaneous:
  ImGui, SDL2, Trello, Scrum

EXPERIENCE

HelpDesk - "La Generalitat de Catalunya"
Indra
Aug 2019 - Aug 2020

Computer technical assistance for the workers of "La Generalitat de Catalunya", receiving, diagnosing and solving the problem or referring to specialized maintenance technicians, if necessary.

HelpDesk - "La Meva Salut"
Indra
Mar 2020 - Apr 2020

In the situation of Covid-19, IT support for users of the application of "La Meva Salut".

Intern student
Origin Studio
Jan 2019 - Mar 2019

Basic Web Programming with Gatsby.

Intern student
FinalBoss Games
Jun 2018 - Sep 2018

Working on the Project -> Super Dodgeball Beats - http://finalboss-games.com/super-dodgeball-beats/

EDUCATION

2020 - 2023
ESAT
📍 Valencia

HND in Computing (BTEC Level 5)
Growth of my programming knowledge in different languages, such as assembler, C, C++ and Python. Improvement in the use of the Unity, and great learning of the Unreal Engine 4 and 5.

2016 - 2019
Ilerna
📍 Lleida

2D and 3D Animations, Games and Interactive Environments
Development of a video game, from the creation, modeling and rigging of a character, to its implementation within Unity, with its respective programming.