

Andreu Nosàs Soler

C++ / C# Video Game Developer



Cerdanyola del Vallès, Barcelona, Spain, 08290

+34 633 70 63 63
andreunoso@gmail.com

Additional info

LinkedIn <https://www.linkedin.com/in/andreu-nos%C3%A0s-soler/>
Website <https://andycubico.github.io/Portfolio/>

Personal profile

I am Andreu Nosàs Soler, student of the Bachelor's Degree in Videogame Design and Development from CITM, focused on both video game design and programming. I am really interested in the AI aspect of video games, and I am aiming at creating behaviours for video game agents that amaze the players. I am looking for opportunities to start creating amazing video games as a developer.

Skills

Unity	Experienced
C#	Skilful
C++	Skilful
Visual Studio	Skilful
Github	Experienced
Trello	Skilful

Languages

Catalan	Native speaker
Spanish	Native speaker
English	B1

Projects

Alien Extraction

Feb 2024 – Jun 2024

Alien Extraction is a DIABLO-LIKE game themed in the ALIEN universe, developed by 35 students in 4 months using an engine made by ourselves. I was tasked to fix some features of the engine of the implementation of the UI module in the engine. When it comes to the game itself, I dedicated myself to bring to life some of the most important UI menus, with the game systems associated with them. These menus are the crafting station, the upgrade station, the inventory, and the stash.

Dreamward – 7th Gran CITM Game Jam

Feb 2024 – Feb 2024

Dreamward is the submission for the 7th Gran CITM Game Jam of Quokka Games Studio, in which I lead the team. You play as the Guardian of Dreams, facing people's deepest fears in a challenging boss rush inspired by Souls-like games. It features 3 different bosses and the Nightmare Mode to offer an even a more challenging experience. I was tasked with designing and programming some of the bosses of the game, and leading the team.

Pinky Engine

Sep 2023 – Jan 2024

Pinky Engine is a game engine developed from scratch. It features a GameObject & Component System, Resource Manager, Custom File Format, Scene Serialization & Time management, Camera culling and frustum and a High-level System of User Interface.

Education

Degree in Video Game Design and Development

Centre de la Imatge i la Tecnologia Multimedia – CITM (UPC)

Sep 2021 – Present
Terrassa, Barcelona, Spain

Degree in Biochemistry (unfinished)

Universitat Autònoma de Barcelona (UAB)

Sep 2016 – Apr 2019
Bellaterra, Barcelona, Spain

Scientific Baccalaureate

IES Pere Calders

Sep 2014 – Jun 2016
Bellaterra, Barcelona, Spain

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