



ARNAU FALGUERAS GARCIA DE ATOCHA

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VIDEO GAME DEVELOPER & PROGRAMMER

PROFILE

I'm a game developer and programmer who is determined and focused in order to find the best way to fulfill my tasks. Whenever I find anything I don't know, my first instinct is to search about it and understand it, learning its meaning and how to use it in my work.

My goal is to improve my programming skills and create video games that make me feel proud, so I'm searching for a workspace that can help me achieve these goals.

SKILLS

C
C++
C#
Dart
HTML
Bash
Unity Engine
Unreal Engine

LANGUAGES

Catalan

Spanish

English

Japanese

EDUCATION

Bachelor's Degree of Design and Development of Videogames

Sep 2018 - Jul 2022

CITM (UPC) - Terrassa, Spain

WORKING EXPERIENCE

Internship of Unity Developer, CCD (UPC)

Oct 2021 - Jul 2022

Learning internship related with the project of CCD (UPC): TELEDFO - telerehabilitation for people who have suffered a stroke. Collaboration with ADFO. Research group LAM.

Junior Gameplay Programmer (Pletenica Studios)

March 2023 - Present

Junior (and sole) gameplay programmer of the actual project of Pletenica Studios: a metroidvania 2D game. This project is being developed by a group of six people without financing.

CERTIFICATES

Driving License: B

Cambridge Advanced Certificate in English: C1