

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
Jira

GAME JAMS

OpenFort's Barcelona Game Jam:
4th Position
From 25/11/2023
to 26/11/2023

LANGUAGES

Catalan

Spanish

English

Japanese

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VIDEO GAME DEVELOPER & PROGRAMMER

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.

Gameplay Programmer (Pletenica Studios)

March 2023 - Present

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.

Unity Developer (Scinions)

April 2024 - Present

CERTIFICATES

Driving License: B

Cambridge Advanced Certificate in English: C1