

# Guillem Llorach Basset

## Personal Details

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Website

<https://cervath.github.io/>

## Programming Languages

- C/C++
- C#
- ARM
- SQL

## Game Engines

- Unreal 4/5
- Unity 19/6
- Godot 4

## Other

- Git
- Perforce
- Visual Studio 19/22
- Blender

## Languages

- English – B2
- Spanish – Native Speaker
- Catalan – Native Speaker

I am passionate about video game development, whether working independently or as part of a multidisciplinary team. I am committed to collaborating effectively with my teammates to bring the game to life, always ensuring that my contributions add value to the project. My goal is to continuously improve and learn new skills that enhance the overall development process.

## Education

Games Technology MSci/BSc

Sep 2024 – April 2025

Coventry University

Coventry, England

HND in Computer Science

Oct 2021 – Jun 2024

ESAT - Escuela Superior de Arte y Tecnología

Valencia, Spain

## Projects

Gameplay Programmer

Oct 2023 – Jul 2024

Steam published top-down shooter.

- Work with a team of 2 producers, 2 designers, 8 artists, and 7 programmers. Player weapons: gun, mines and explosives.
- Implementation and oversight of most collision systems.
- Help in the final phase in the menus.
- Different interactable and activatable elements include:
  - Standard and rotating buttons connected by a spline cable.
  - Traffic lights with multiple levels to activate other elements.
  - A movable, modular platform adaptable to bridges, doors, and elevators, each with its own code-based animation.
  - Laser traps that affect the player.

Game Developer

Mar 2023 – May 2024

VR game on classroom management.

- Use of the microphone and gestures to silence students.
- Implementation of animations and blending.
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- Wadded paper balls minigame.
- UX focused, with weekly users testing to improve the game based.

Gameplay/UI Programmer

Dec 2023 – May 2024

Photography simulator prototype

- Take photos of the natural environment and animals around you.
- Image gallery stores all the photos.
- Save the selected photos to disk.
- Implementation of an easy step-by-step public [tutorial](#).

Engine Programmer

Oct 2023 – May 2024

C++ 3D engine with OpenGL

- Custom ECS using templates.
  - Photo mode with various adjustable effects using ImGui, and image saving to disk via a multithreaded system.
  - Lights in forward rendering, applying ambient, spot, and point lighting.
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