

GUILLEM LLORACH BASSET

PERSONAL DETAILS

Name
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<https://cervath.github.io/index.html>

PROGRAMMING LANGUAGES

C/C++ ● ● ● ● ●

C# ● ● ● ● ●

GScript ● ● ● ● ●

ARM ● ● ● ● ●

GAME ENGINES

Unreal ● ● ● ● ●

Unity ● ● ● ● ●

Godot ● ● ● ● ●

OTHER

- Perforce
- Git
- Visual Studio
- Trello

LANGUAGES

English ● ● ● ● ●

Spanish ● ● ● ● ●

Catalan ● ● ● ● ●

I am passionate about video game development, both in programming and design, 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.

PROJECTS

Gameplay Programmer Oct 2023 - Jul 2024
Watermil Studios, Valencia, Spain

In a team of 17 people, together with artists, designers, and other programmers, I was in charge of the weapons, including some hazards. I also created the interactable objects such as buttons, bridges, doors, and elevators, and some basic checkpoints.
[Link Here](#)

Engine Porgrammer Oct 2023 - May 2024
Valencia, Spain

First attempt at creating a graphics engine from scratch with a classmate using OpenGL. It includes features such as ECS, multithreading, asset and texture loading, fly cam, forward and deferred rendering with lights and shadows, and a photo mode that saves images to disk. [Link to page](#)

Game Developer Mar 2023 - May 2023

Focused on UX/UI, I developed a VR game with a classmate. Together, we implemented various game mechanics, animations and blending, as well as the sound design. In addition to that, the game underwent feedback sessions with other users, allowing us to iterate and improve it. [Link Here](#)

EDUCATION

Games Technology MSci/BSc Sep 2024 - Present
Coventry, Coventry, UK

In this course, I hope to develop a video game as an individual project that brings me closer to my career goals. I will delve deeper into UX/UI, begin learning about multiplayer games, and establish a foundation in 3D modeling and animation.

The BTEC Level 5 Higher National Diploma in Computing (RQF) Oct 2021 - Jun 2024
ESAT, Valencia, Spain

In these studies, I have been able to learn and deepen my knowledge of various programming languages, particularly C/C++, while working with engines like Unity and Unreal. I have developed different games, each focusing on various aspects, learned about optimization by working at a low level, and even created a game engine from scratch.