

# Guillem Llorach Basset

## Personal Details

Location

Coventry, UK

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Website

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

## Programming Languages

- C/C++
- C#
- ARM
- GDScript

## Game Engines

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

## Other

- Perforce
- Git
- 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.

## Projects

Gameplay Programmer

Oct 2023 – Jul 2024

Within a team of 17 people, a topdown shooter was developed. Weapons were implemented, including several hazards. Additionally, interactable objects such as buttons, bridges, doors, elevators, and basic checkpoints were created.

Engine Programmer

Oct 2023 – May 2024

First attempt at creating a graphics engine from scratch alongside a classmate using OpenGL. The engine includes features such as ECS, multithreading, asset and texture loading, fly cam, forward and deferred rendering with lights and shadows, and a photo mode capable of saving images to disk.

Game Developer

Mar 2023 – May 2023

Focusing on UX/UI, a VR game was developed in collaboration with a classmate. Various game mechanics, animations with blending, and sound design were implemented. The game also underwent feedback sessions with external users, enabling iterative improvements.

## Education

Games Technology MSci/BSc

Sep 2024 – April 2025

Developed a multiplayer game connecting an Unreal client and a Unity client through sockets. Built a 2D game engine with physics integration. Explored movement shooter mechanics based on momentum. Gained experience in 3D modeling using Blender.

HND in Computer Science

Oct 2021 – Jun 2024

These studies provided the opportunity to acquire and deepen knowledge of various programming languages, particularly C/C++, while working with engines such as Unity and Unreal. Multiple games were developed, each focusing on different aspects of game development, alongside experience in optimization through low-level programming and the creation of a custom game engine.