Guillem Llorach Basset

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.

Personal Details

Email
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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
- Gimp
- Audacity

Languages

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

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	May 2025 – Sep 2025

Arcade shoot 'em up

- Design restriction, mouse only, and circular play area.
- .Game iteration with different testers at different stages.
- Focus on game feel, animation, and audio to improve the UX.
- Global leaderboards.

Game Developer   Mar 2023 – May 2023

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.