

# JOAN CORTÉS

UNITY  
PROGRAMMER

## PROFESSIONAL SUMMARY

I am a Unity video game programmer with over 3 years of experience in creating scalable, self-explanatory code using SOLID, Clean Code, and design patterns. I have a strong desire to develop my skills in the industry and join a company that works on exciting projects to challenge my ability to create scalable and maintainable systems. I recently collaborated with Team Garden, an indie studio based in Barcelona, developing an AA game called Garden World, where I focused on implementing closed extensible systems and finalizing existing systems.

## STUDIES

### Advanced video game programming with Unity Bootcamp

- [Level Up \[Game Dev Hub\]](#)  
October 2021 - March 2022

This Bootcamp has helped me to better understand how Unity works from the inside and to become a more professional programmer by giving me technical ( Profiler), organizational (Clean Code) and production (parallelization) knowledge.

### Superior degree in multiplatform application development specialized in videogames

- [Institut tecnològic de Barcelona](#)  
September 2019 - May 2021

These studies helped me to solidify the programming skills I had previously acquired on my own and to start improving my teamwork.

## HARD SKILLS

- Create scalable self-explanatory code using SOLID, Clean Code and design patterns.
- Knowledge of Git and Subversion
- C#, Java, Python, HTML5
- SQL and NoSQL database creation and manipulation
- Design 2D/3D crossplatform video game programming.
- Use of agile methodologies(Scrum, Kanban...etc.)
- Popular Unity assets (Mirror,Zenject)

## SOFT SKILLS

- Concern for order and clarity
- Commitment to the organization
- Teamwork
- Patience
- Efficiency and effectiveness
- Adaptation
- Initiative
- Punctuality
- Problem-solving
- Remote work
- Critical Thinking

## EXPERIENCE

### Unity Developer

- [Team Garden](#)  
November 2021 - April 2023

I played a key role in the development of 3 Unity projects. Working collaboratively with game designers and programmers, I was responsible for programming editor tools and implementing gameplay mechanics to ensure optimal user experience.

## CONTACT INFO

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