

# JOAN CORTÉS

UNITY  
PROGRAMMER

## PROFESSIONAL SUMMARY

- 2 years of professional experience
- +4 years of personal experience
- Proficient in Scaling and maintaining systems
- Specialized in tool development for video games

## PROFESSIONAL EXPERIENCE

### Unity Developer (gameplay and tools)

- Team Garden (2021 - 2023)
  - Editor tools (e.g. Bezier line curve editor)
  - Remake of an old game
  - Cable railway system
  - Improvements to in-game electric system
  - Ferris wheel
  - Created game final boss

## PERSONAL EXPERIENCE

- Developed a multiplayer RTS game
- Worked in large teams (+10 people)

## CONTACT INFO

Email:

LinkedIn

Web portfolio

Github & GitLab

Phone: (+34) 691392276

Barcelona (Spain)

## HARD SKILLS

- SOLID, Clean Code and design patterns to achieve scalable code.
- Git, Subversion
- C#, Java, Python, HTML5, SQL
- VR/AR, Vuforia
- Unity 3D/2D, Unreal 5
- Scrum, Kanban
- Mirror, Netcode for GameObjects, Zenject, ML-Agents, Test Framework

## SOFT SKILLS

- Pair programmer
- Code reviewer
- Adaptative and resolute
- Critical Thinker
- Goal Oriented

## STUDIES

### Postgraduate Certificate in Video Game and Virtual Reality Development

- Institut Pedralbes (2024 - 2025)
  - Unreal 5, AI agents, AR/VR

### Advanced video game programming with Unity Bootcamp

- Level Up [Game Dev Hub] (2021 - 2022)
  - Advanced Unity knowledge (Profiler)
  - Organizational knowledge (focused on best practices for code production)
  - Production knowledge (parallelization in workflow)