

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
 - Best student of the course (Highest Grade Award)

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)