

Josep Domenech Carrasco

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To whom it may concern:

I am a graduate in the degree of Video game design and development in the UJI.

I specialize above all in video game design and within this I am passionate about narrative design. In fact I am developing a video game, World on the Scales, in which I have already done the script and all the narrative design (characters, development, world). In the portfolio and on twitter you can see it in more detail and my YouTube channel in which there are videos that I have also made as part of the multidisciplinary course.

Even so, I am not closed to jobs related to other fields such as programming or more specific fields such as UI/UX, which also interest me.

The game engine I used the most is Unity but I am also comfortable with other engines, such as Unreal Engine 4 and RPG Maker MV.

I look forward to joining the company soon and growing both professionally and personally.

Josep Domenech Carrasco