



Francesc Porta Solsona

Game Programmer

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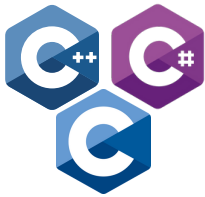
LinkedIn

Gamer, Dungeon Delver, Musician, Martial Artist

HELLO!

I'm a passionate Game Developer, proficient C++ and C# programmer, with great capacity for knowledge integration and creativity. Experience working in multidisciplinary environments. Co-Founder and Solo Programmer at TeamUglyGames which will soon be releasing *Ugly*, its first award-winning title.

• SKILLS •



• LANGUAGES •

Catalan: Native
Spanish: Native
English: Professional working proficiency
French: B1.2

• PERSONAL PROJECTS •

PORTFOLIO

Master's Engine project

Master's Game project

GameJam Cultura Abierta

BulKak - Rock Band



EMPLOYMENT HISTORY



TEAM UGLY GAMES INDIE GAME DEV

February 2022 to Present - Barcelona, Spain

Currently developing Ugly, a 2D puzzle-platformer game made in *Unity*. Soon to be released on Steam, NSwitch and Xbox.

Fully supports 12 languages, controls remapping, 3 game slots with shared settings. Features 70+ rooms with unique puzzles, 6 bosses and 2 endings.

<https://store.steampowered.com/app/1983220/Ugly/>

- Co-Founder and Account Administrator.
- Solo Programmer. Complete Gameplay and Tools for artists, TA and myself. C#.
- Audio Coordinator.
- Assistant to Game Design, Technical Art and Production (*agile*).



UP2SMART INNOVATIVE TECHNOLOGICAL SOLUTIONS DATA ANALYST & AI DEVELOPER

September 2019 to August 2021 - Tarragona, Spain

- Creation of predictive model for Medical diagnosis. Early Acromegally detection using combination of Machine Learning systems. *Python, Matlab*.
- Plan and Design different prediction techniques for an Automatic Treatment Plan Recommendation System for Social Service Centers.
- Data Engineering. Tool to automatically generate spritesheets used in Mental Illness Center for treatments analysis and optimisation. *MySQL, Python, Java*.



1-ONE SANTÉ ET SECURITÉ AU TRAVAIL - SUMMER STAGE WEB DEVELOPER

June 2015 to August 2015 - Bordeaux, France



EDUCATION



MASTER IN ADVANCED PROGRAMMING FOR AAA VIDEOGAMES

October 2020 to November 2021 - Barcelona, Spain

Universitat Politècnica de Catalunya (UPC)

Master's Project (*Agile methodologies. Gitflow workflow. Team of 22*):

Develop a game using our own in-house Game Engine in C++:

- QA Lead: Engine and Gameplay QA. Code Reviews, feature review and conflict solving. Code and project cleansing.
- Engine Programmer: 3D rendering pipeline using SDL, OpenGL and GLSL. Implementation of Bullet Physics library, ffmpeg video library. "Helping hand" in Animation, UI and Serialization modules.
- Gameplay Programmer: Dialogue & Tutorials Manager, Game Controller, God Mode, Cutscenes.
- Game Designer: Character Backstory, Game Narrative, Game Systems ([GDD link](#)). Communication nexus between programmers, artists and leadership team.



BACHELOR IN COMPUTER SCIENCE

September 2014 to June 2020 - Tarragona, Spain

Universitat Rovira i Virgili (URV)

- Bachelor's degree Final Project: "Pectoral Muscle Segmentation" ([Paper](#) - [App](#))