



Francesc Porta Solsona

Game Programmer

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Gamer, Dungeon Master, Musician, Basketball

HELLO!

I'm a passionate Game Programmer, proficient C++ programmer with 3 years of programming experience in several languages and software areas. As an image is better than a thousand words, I invite you to check out my [portfolio here](#) with my adventures as a Game Developer.

• PROFILES •



• SKILLS •



• LANGUAGES •

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



EMPLOYMENT HISTORY



UP2SMART INNOVATIVE TECHNOLOGICAL SOLUTIONS, S.L.

DATA ANALYST & AI DEVELOPER

September 2019 to August 2021

Tarragona, Spain

- Create predictive models using combination of Machine Learning systems to detect early Acromegally from faces in patient images.
- Research and document different prediction techniques to recommend treatments (Health, Personal and Socially) for Social Service Centers.
- Develop a tool to analyse professional Data Bases automatically, with parsing obtained from the queries, and generate sheets with the relevant data.



1-ONE SANTÉ ET SECURITÉ AU TRAVAIL

WEB DEVELOPER

June 2015 to August 2015

Bordeaux, France

- Develop various web tools and widgets for the company webpage.



EDUCATION



MASTER IN ADVANCED PROGRAMMING FOR AAA VIDEOGAMES

October 2020 to Present

Barcelona, Spain

Universitat Politècnica de Catalunya (UPC), Barcelona

Master's Project: Develop a game using our own in-house Game Engine:

- **QA LEAD:** Coordination and mentoring of 15 programmers to meet the consistency, usability and scalability quality standards, both in coding and world-building.
- **PROGRAMMER:** 3D rendering using *SDL*, *OpenGL* and *GLSL*. Implementation of *Bullet Physics* library, *ffmpeg* video library. Gameplay systems (Dialogue & Tutorials Manager, Game Controller, God Mode). "Multidisciplinary hand" in several other Engine and Gameplay features.
- **GAME DESIGNER:** Give context and coherence to the player and world narrative, and contributed to the full design of the Gameplay experience. ([GDD wiki link](#)). Communication tasks between different programmer, artist and leadership teams.



BACHELOR IN COMPUTER SCIENCE

September 2014 to June 2020

Tarragona, Spain

Universitat Rovira i Virgili, Tarragona

- Bachelor's degree Final Project: "Pectoral Muscle Segmentation" ([Paper](#) - [App](#))
- Notable projects:
 - Garlic architecture Processor with multithreading in C + ARM.
 - Californian car plate reader with Computer Vision in Matlab.
 - Custom language <-> C compiler in Lex + Bison



PERSONAL PROJECTS



Visit my [portfolio](#) for a quick overview on my work as game developer



D&D Backgrounds



BulKak - Rock Band

Guitarrist and web page author

Dark Souls, Guild Wars, Minecraft, Battle Brothers, Golden Sun, D&D, Valheim...