Francesc M. Obrador Artigues
Game Developer

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Experience

DECEMBER 2020 - PRESENT

University project, Barcelona - *Gameplay programmer*

- Acorn islands is a 3D platformer made by a team of 3 members and 5 collaborators.
- I worked designing and scripting part of the gameplay (Items, player movement, dialogues…)
- I learned to incorporate tools to improve the project workflow. (E.g. Yarn Spinner)
- We managed the project following the Scrum methodology.

JULY 2020 - PRESENT

Freelance, Barcelona - *Designer and Programmer*

- Treasure Keeper is a mini idle clicker game.
- It's made for Android with Unity.

DECEMBER 2019 - JUNE 2020

University project, Barcelona - *Gameplay programmer*

- Hack It! was an Android cooperative puzzle game made by a team of 3 members.
- I worked mainly as a programmer but as the manager and game designer too.
- I learned to plan a project through the kanban methodology and improved my C# knowledge.

Education

JULY 2018 - PRESENT

ENTI-UB, Barcelona – *Grado en Contenidos Digitales Interactivos (Developer)*

Degree where I learned to develop a game from the beginning. I learned multiple programming languages to script and optimize games. I learned to research, documentate and design game mechanics and to plan the development through agile methodologies. Here I worked on several annual projects to simulate the development of a real game.

Languages

- **Catalan** - Native speaker.
- **Spanish** - Native speaker.
- **English** - Profesional: B2 First (FCE).

Skills

- **Technical skills**: Unity / C, C++ and C# / JavaScript / Git and Git GUIs / Agile methodologies
- **Soft skills**: Responsible / Honest / Organized / Teamplayer / Problem solver / Eager to learn

My portfolio!

- https://francescobrador.github.io/portfolio/