

GUILLEM BURGUÉS MIRO

CONTACT



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SKILLS

Languages: C/C++

Software: Visual Studio, Git,
RenderDoc

LANGUAGES

- Catalan (native)
- Spanish (native)
- English (B2, FCE)



WORK EXPERIENCE

CRM & ERP Developer

Interempresas Media, S.L.U.
Barcelona, Spain

February 2017 | May 2022

Internship

Interempresas Media, S.L.U.
Barcelona, Spain

September 2016 | February 2017



EDUCATION

Master in Advanced Programming for AAA Video Games

Universitat Politècnica de Catalunya
Barcelona, Spain

October 2020 | November 2021

- Implemented engine with basics functionalities
 - Geometry viewer
 - Free camera movement
 - Models and scenes serialization in custom format
- Shutdown project (17 programmers, 5 artists)
 - Engine
 - Implemented slider component for UI
 - Game implementations
 - Health HUD system (player and boss)
 - Onimaru's push skill
 - Logic of the character's switching

Bachelor's degree in Computer Science (Major in Information Technology)

Universitat Politècnica de Catalunya
Barcelona, Spain

September 2012 | February 2017

- **Final Project:** implementation of a dynamic file system for a container starting from a static ext2 file system



OTHER STUDIES

- Musical studies consisting of clarinet, saxophone, choir, language and harmony. Group formations including big band, soloist and clarinet quintet.