



## CONTACT ME

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📄 <https://guillem257.github.io/>

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## EDUCATION

Bachelor's Degree in Video Game Development

**CITM - UPC**

2022-2026

Higher National Diploma in 3D Animation and Interactive Environments

**Jesuïtes de Sarrià**

2020-2022

## LANGUAGES

- Spanish: Native
- Catalan: Native
- English: Advanced

## SKILLS

- Leadership of multidisciplinary teams
- Clear and effective communication
- Problem-solving and decision-making
- Time management and task planning
- Results-oriented mindset and quality assurance
- Adaptability and quick learning

# GUILLEM MONTES

## Game Producer

My name is Guillem Montes, I'm 23 years old, and I'm currently finishing my degree in Video Game Development at CITM (UPC). I've been passionate about video games since childhood, and when I discovered I could make a career out of it, I haven't stopped working toward that goal. I started out interested in design and animation, until I discovered production — a role that excites me and perfectly suits my skills in organization, leadership, and team management. I'm also very interested in QA as an entry point into the industry.

## HIGHLIGHT PROJECTS

### Warhammer 40,000: The Last Marine

My most ambitious project: a Diablo-like shooter set in the Warhammer 40K universe. I worked full-time as producer for 4 months, leading a team of 40 people.

### Süreg's Mask

The project I'm most fond of. An RPG developed for the subject "Project 2". I was the producer of a 20-person team and also contributed to game design. It was awarded and showcased at IndieDev Day 2024.

### Viktor Stonehart

My first project, created during the major CITM Game Jam. A horror and puzzle game developed by a 5-person team, where I worked as lead designer.

### Hired or Fired

A virtual reality game developed by a team of 7 people. The player must use their voice to interrogate potential fraudsters. I worked as producer and QA tester.

## PROFESSIONAL EXPERIENCE

### Tap Tap Tales (Internship)

2D Animator

2021-2022

### Teatro Principal de Terrassa

Usher and Head of Hall

2021 - Presente

## TECHNICAL SKILLS

- Production tools: Trello, Jira, Notion
- Game engines: Unity, Unreal Engine
- Programming languages: C#, C++, Python
- Design software: Photoshop, Illustrator
- Version control: Git, GitHub