



# Èric Solà Vila

- Programmer -

Date of birth: 22nd July 1996  
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## WORK EXPERIENCE

- FAMILY BUSINESS | 2014 - PRESENT**  
Worked as butcher in a local family-owned shop in Bellver de Cerdanya.



## PROJECTS - GAMES

- MECHANIC JAM | 15 - 25.04.2020**  
Participated as character artist and programmed player.
- BORED PIXELS JAM 7 | 14 - 21.01.2020**  
Participated as programmer.
- THATGOODPARTY | 07.2018**  
Videogame developed for personal purposes. Character artist and programmer.
- GLOBAL GAME JAM 2018 | 26 - 28.01.2018**  
Participated as programmer.



## EDUCATION

- VIDEOGAME DESIGN AND DEVELOPMENT | 09.2015 - 09.2019**  
UPC - CITM (TERRASSA, BCN)
- HIGH SCHOOL DEGREE (BACHILLERATO TECNOLÓGICO) | 09.2012 - 06.2014**  
INS. PERE BORRELL (PUIGCERDÀ, GRN)

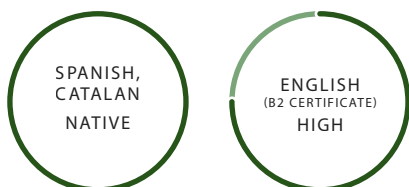


## PROJECTS - ENGINES

- DIRECTX ENGINE | 2020**  
Engine developed for personal learning purposes (learning DirectX and HLSL).
- FIESTA ENGINE | 2018**  
Developed as an educational project for university. Features embedded C# scripting and 3D rendering with OpenGL direct.



## LANGUAGES

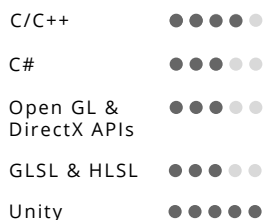


## PERSONAL QUALITIES

- Fast learner
- High capacity to adapt to different situations
- Dependable and responsible
- Works well in teams



## SKILLS

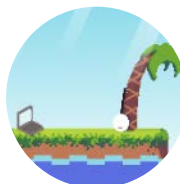


**Other skills:**

- Medium knowledge of Aseprite
- Basic knowledge of Maya



## INTERESTS



VIDEOGAMES



SPORTS



PIXEL ART