Albert Pujante

Game Developer

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SUMMARY

I'm a game developer with experience developing games and interactive applications, fluent in programming languages such as C# and C++. I consider myself a proactive person, always looking for creative and efficient solutions to improve the user experience. I also have experience with Unreal Engine, which allows me to adapt to various platforms and tools. My focus is always on product quality, optimization, and teamwork to meet project objectives.

SKILLS

· Unity 3D

· C#

· C++

· Unreal Engine

· Graphic Programming

· Agile Methodologies

LANGUAGES

Spanish

Catalan

English

WORK EXPERIENCE

Mar 2022 - Sep 2024
Unity Game Developer
Viral Studios - Remote

Improved the save and load system, optimizing data management and the user experience. Implemented a mission system, integrating dynamic objectives and rewards. Reworked the user interface (UI), improving navigation and the visual experience. Worked with bug tracking tools, managing and resolving issues within established deadlines.

Aug 2020 - Mar 2022
Mobile Developer
Movetia - Barcelona, Spain

Development and maintenance of mobile applications for iOS and Android platforms. Implementation of LiveOps features to manage real- time updates, such as events, dynamic content, and promotions. Managed a small team of 5 people working on a set of features.

Nov 2018 - Jan 2020
Junior Unity Developer
AdMira Digital Signage - Barcelona, Spain

Integration of external services through REST APIs for data communication between client and server, using tools such as JSON for managing and analyzing data obtained from the APIs.

EDUCATION

Jul 2020
Bachelor's Degree in Videogame Design and Production
Polytechnic School Tecnocampus - Mataró, Spain

Jul 2014
Science and technology High School
IES Domènec Perramón - Arenys de Munt, Spain