Josep Saavedra Martínez

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ABOUT ME

Growing up playing video games I have always dreamt of being able to create experiences capable of moving people, helping them overcome challenges or simply have a good time. For this reason I began learning how to develop games in the University of Girona, as well as participating in multiple game-jams and personal projects. I am always on the lookout for new skills, tools and friends to make new and exciting projects.

WORK EXPERIENCE

Endesa   December 2023 - December 2024
Data analyst   *Barcelona, Spain*

- Use of unfamiliar technologies to maintain and develop a local server
- Careful handling and design of sensible data and reports
- Developing complex scripts that ran independently from user input

EDUCATION

Universitat de Girona   June 2023
Degree in Development and design of Videogames   *Barcelona, Spain*

Models Included: Intermediate ¢++, 3D design, Cybersecurity, Web development, Unity, Unreal, Blender3D

ACHIEVEMENTS

GAMEJAMS
- The Last Farmer - *horror game*
- Fairy Squad - *2D Puzzle Platformer*

PROJECTS
- Last Canvas- *Serious Game*
- Island of steel - *Sandbox Survival*

SKILLS

- C#
- Python
- Unity3D
- SQL
- GitHub
- Godot
- Blender3D
- Javascript
- C++
- Unreal Engine
- HTML
- GLSL

HOBBIES

- Clan Recruiter in Warframe
- Managing a Buddhist Monastery's website
- Moderating a Mental Health focused Discord Server
- Playing Minecraft