

# Jordi Alonso Llovet

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## Summary

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I'm an aspiring game developer with a background in programming across various fields. I thrive in team environments and enjoy breaking down complex problems into clear, actionable solutions. I'm a quick learner, always eager to dive into new tools and technologies, and I'm excited to keep growing in the dynamic world of game development.

## Projects

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### Chrysalis (Gameplay Programmer)

2024

- A small top down shooter developed during the Master's degree working with a team of 28 students.
- Designed and implemented the AI for the final boss, including multiple attack patterns and behaviors.
- Worked closely with the design team to fine-tune difficulty balancing and boss mechanics for optimal gameplay.

### Hellheim-Engine (C++/OpenGL)

2024

- Graphics engine developed from scratch for Chrysalis using C++ and OpenGL
- Worked closely in the rendering and implementation of VFX.

## Professional Experience

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### OXIGEN Salud S.A. Android Developer

Feb 2021 – Present

- Led the development and maintenance of Android applications, improving performance and functionality.
- Developed an Android kiosk application used internally by technicians and delivery personnel.
- Created and integrated Web APIs using .NET Core for cross-platform compatibility.

### Bookline Developer (Internship)

Jan 2020 – Jun 2020

- Developed chatbot functionality for restaurant reservations via WhatsApp and Facebook Messenger.
- Conducted iterative testing and deployment to ensure smooth interaction and user experience.

### Seidor Android Developer (Internship)

Apr 2017 – Oct 2017

- Resolved bugs and optimized performance in Android applications as part of the development team.

## Education

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### UPC School (Universitat Politècnica de Catalunya)

Master's Degree in Video Game Development

2023 – 2024

### UPC School (Universitat Politècnica de Catalunya)

Postgraduate Degree in Web Page, Digital/Multimedia and Information Resources Design

2021

### UPC - ETSETB TelecomBCN

Bachelor's Degree in Information Technology

2014 – 2020

## Skills

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- **Languages:** C++, Java, Kotlin, Python, C#, SQL, JavaScript
- **Game Development:** OpenGL, RenderDOC, Unity
- **Tools:** Git, Visual Studio, Android Studio, Docker
- **Soft Skills:** Teamwork, Analytical viewpoint, Good communicator
- **Languages:** English (C2 level), Spanish and Catalan