

# Josep Lleal Sirvent

Designer and game programmer

**Email** pep@lleal-sirvent.com  
**Linkedin** linkedin.com/in/josep-lleal-sirvent  
**Portfolio** joseplleal.github.io  
**Phone** (+34) 626 04 63 07



---

## Education:

### First Certificate in English

Council of Europe B2, December 2016.

### Technological baccalaureate

Maristes Champagnat de Badalona, Badalona, Spain 2017

### Studying right now:

### Degree in Video game Design and Development

Centre de la Imatge i la Tecnologia Multimèdia (CITM, UPC), Barcelona, Spain

---

## Projects:

To see the whole list of my projects please visit my website

**The Witcher Ties of Destiny (2020)** Hack-n-Slash video game with our own Engine with C++ and OpenGL. Final Degree Project with all 29 students of my class.

- **Achievement:** Recognized as one of the most impressive final projects seen in the Bachelor's Degree and Master's Degree.
- Worked as an **Engine Programmer** (C++) specially on the Animation System
- As a **Gameplay Programmer** using Lua I worked on one of the enemies, the Archer, as well as the enemy spawner. I also programmed the cinematic of the second level.
- As the **Gameplay Team Lead** my goal was to ensure good feeling between the characters and enemies, plus coordinate and give the feedback of the QA sessions to all the members.

**Do it for the Beast (2021)** Adventure horror game with Unreal Engine 4 based on a One Page Dungeon map. Level Design subject final project with 2 more students. I was in charge of programming all the puzzles, designing some of them and all the prop placing to decorate the level.

**S-Team (2021)** Video game developed during the GranCITM Game Jam that lasted 34 hours where I worked as a gameplay programmer and level designer.

- **Achievement:** won the price for the game with best technology.

---

## Skills:

- Programming languages:
  - C
  - C++
  - C#
  - Lua
- 3D engines:
  - Unity
  - Unreal Engine.
- Visual Studio
- SDL2
- ImGUI
- OpenGL
- GitHub

## Languages:

**Catalan**  
Native

**Spanish**  
Native

**English**  
Fluent