

Josep Lleal Sirvent

Designer and game programmer

Email pep@lleal-sirvent.com
Linkedin linkedin.com/in/josep-lleal-sirvent
Website joseplleal00.wixsite.com/portfolio
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

Inglés
Fluent