

Sergi Colomer Ferrer

Video Game Programmer

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Self-motivated and detail-oriented Video Game Programmer with a strong foundation in C++ and C#, with additional expertise in Unity, Godot and Unreal Engine. Passionate about crafting engaging gameplay experiences and implementing scalable game systems. Experienced in gameplay programming, debugging, and live ops maintenance, with hands-on contributions to shipped titles. Adept at working in Agile/Scrum environments and collaborating in cross-functional teams with strong problem-solving and analytical thinking. Excited to contribute and expand my technical expertise with innovative game projects.

Work Experience

Junior Programmer

02/2023 – 03/2024 | Spain

Evil Zeppelin 

- Released a mecha-themed idle RPG game named Astral Raiders, with 1,000+ downloads on the Google Play Store
- In charge of real-time programming and live ops for another game named Eros Fantasy, heavily reducing bug count and optimising game performance for both gameplay and server issues using Agile Methodologies

Education

Centre De La Imatge I La Tecnologia Multimèdia UPC

2019 – 2024 | Barcelona, Spain

Bachelor's Degree in Videogame Design & Development

Core Skills

Scripting | C | C# | C++ | Godot | Unity | Unreal Engine 5 | GitHub | OpenGL | SDL 2.0 |
Machinations | MySQL | Dart | Jira | UX Design | Prototyping | Worldbuilding

Languages

Catalan: Native | English: C1 | Spanish: Native

Projects

Adapting Games to Player Taxonomy

09/2023 – 07/2024

TFG Thesis (Honours Award)

Designed and programmed a plugin that can attach to any Unity game and adapt the game's mechanics in real-time to the player's HEXAD player types

- Unity, SQL, R, Excel
- Currently writing a scientific paper about it
- Applied the plugin to an open-source game
- Conducted a playtesting session using AB Testing with a sample of 40 people

CRPG Skill System & UI

11/2024

Recruiting Test

Object Oriented Programming (OOP) test in Godot as part of the final stages of my recruiting process for EpicTellers.

- Featuring UI, cursor targeting (with object filtering), area targeting (centered and cursor), basic shader feedback, character classes (skills) and combat log.

Ommetaphobia

02/2023

Gran CITM Game Jam

Survival Horror game created for the 6th Gran CITM Game Jam made in Unity

- Duration: 6 days
- Role: Main Programmer (Gameplay, Monster AI, UI)
- Trending on Itch.io

Interests

Dungeons & Dragons: In my spare time, I am a DM. I have about 7 years of experience, creating 3 campaigns and 8 one-shots without additional material.