Sergi Colomer Ferrer

Video Game Designer

sergi.colomer@icloud.com | lladruc37.github.io | Barcelona, Spain | linkedin.com/in/sergi-colomer-ferrer/

Creative and analytical Video Game Designer with a strong foundation in UX design, worldbuilding and game prototyping. Experienced in designing and testing engaging systems using MySQL and Machinations, focusing on enhancing player experiences. Adept at interactive storytelling and resource management design, with hands-on contributions to modding and world-building projects. Thrives in multidisciplinary teams applying problem-solving, critical thinking and agile/scrum methods. Always eager to learn and refine game design methodologies to create immersive and well-balanced games.

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
- Real-time programming and live ops for another game named Eros Fantasy
- Assisted in feature prototyping, collaborating with designers in iterative design based on player feedback

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

The Haunted Chapel ⌘   02/2023 – 04/2023
OPD Game Adaptation
Adaptation of a One Page Dungeon in 'Divinity Original Sin 2' game's engine
- Applied level design & difficulty balancing techniques to an existing map
- Published a playable mod with minor acclaim

Geovita   11/2021 – 01/2022
Worldbuilding Final Project
Final project of 'Video Game Design II' to create a living world with history, orography, flora & fauna, civilizations and secret societies & cults.
- Designed the atlas map using real-life world-building techniques
- Implemented and balanced a resource system using Machinations
- Programmed a battle simulator for balancing and creating a prototype RPG

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.