

Sergi Colomer Ferrer

Video Game Programmer



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Profile

I'm a self-motivated Video Game Developer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. I also have experience in C++ and C# having developed multiple games with them. Ready to learn, grow and excel in the Videogame Industry.

Hard Skills

C/C#/C++ Language | Unity |
GitHub | OpenGL | SDL 2.0 |
MySQL | Dart

Soft Skills

Problem-Solving & Analysis |
Teamwork | Critical Thinking |
Adaptability | Scrum & Agile

Languages

Catalan — Native |

English — C1 | Spanish — B1

Professional Experience

Junior Programmer, Evil Zeppelin [🔗](#)

02/2023 – 03/2024 | Spain

- Started as a university intern and stayed for around a year
- Released an idle RPG mecha-themed game named Astral Raiders, where I coded various crucial features such as the party selection screen and the game's translation
- In charge of maintenance and live ops for another game named Eros Fantasy where I focused on bug-fixing both gameplay and server issues

Projects

Adapting Games to Player Taxonomy, TFG Thesis

09/2023 – 07/2024

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 playstyle

- Honours nominee
- Applied the plugin to an open-source game
- Conducted a playtesting session to test if my hypothesis was correct

Ommetaphobia, Gran CITM Game Jam [🔗](#)

02/2023

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

- Duration: 6 days
- Role: Main Programmer (Gameplay, Special Mechanics, UI)

Dune: Special Spice Ops + KoFi Engine [🔗](#)

02/2022 – 06/2022

RTT based on the Dune IP + Game engine made with C++ and Lua

- Role: Engine Coder + Particle Implementation (Scripts)

Education

Bachelor's Degree in Videogame Design & Development,

Centre De La Imatge I La Tecnologia Multimèdia UPC

2019 – 2024 | Barcelona, Spain

Interests

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