Sergi Colomer Ferrer

Video Game Designer

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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'm adept at creating innovative experiences and having fun while doing so. Ready to learn, grow and excel in the Videogame Industry.

Hard Skills

Scripting | Unity | MySQL | Machinations | UX Design | Prototyping | Worldbuilding

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

The Haunted Chapel, *OPD Game Adaptation* ↗
02/2023 – 04/2023
Adaptation of a One Page Dungeon in 'Divinity Original Sin 2' game's engine
- Experimented with an internal game tool
- Published a playable mod

Geovita, *Worldbuilding Final Project*
11/2021 – 01/2022
Final project of 'Video Game Design II' to create a coherent world with history, orography, flora & fauna, civilizations and secret societies & cults.
- Designed the atlas map
- Resource system management using Machinations
- Programmed a battle simulator for balancing purposes to create a prototype RPG with custom mechanics

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.