





CONTACT

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 [Linkedin](#)

 Cerdanyola del Valles

LANGUAGE

- English (First)
- Spanish (Native)
- Catalan (Native)

CODING LANGUAGES

- C++
- C#
- C
- Unreal Blueprints

PROGRAMS

- Unity (used a lot) / Unreal Engine
- Visual Studio
- Adobe
- Ragnar Engine
- Drive
- 3DMax / Maya / Blender
- Substance

ORIOI VALVERDE

SHORT DESCRIPTION

Young game developer with a lot of ambitions in the videogame world. I really enjoy working with other people, and I am also eager to learn more about the software I use on a daily basis.

EXPERIENCE

I don't have work experience further than working for subjects in my university. So there're some of my projects:

DUNE FREMEN'S RISING

Page: <https://dune-fermen-s-rising-web.vercel.app/#home>

Resume: University project created by an engine from scratch with a theme of the Dune franchise and following the guidelines of the professors. The result was a third person RTT where you play as the main characters of the game with the goal of defeating the boss as revenge for his actions.

The main point was created a game like a AAA studio, with departments and leads all coordinated.

CARONTE MANDATE 2

Page: <https://github.com/Makinilla-maker/VrGame>

Resume: University VR project in which you put yourself in the shoes of a doctor who does not remember anything and has to remember what happened to him and why he was in that place.

I would also like to mention that it was presented in an exhibition at DeviCat to give voice to small game developers.

HiveMind Engine

Page: <https://github.com/MHF13/HiveMindEngine>

Resume: Complex engine made with C++ and OpenGL in which you can create base forme as a cube, pyramid, sphere or cylinder. But if you want to use your own files, you can drag and drop them to your project. To drag and drop a texture, first select the ojects in hierarchie and then drop the file. This project after conects with the main Engine used for Dune Fremen's rising. [Link](#)

Shader engine

Page: <https://github.com/Makinilla-maker/ShaderEngine>

Resume: University project in which you create an engine for rendering shaders. The development was in c++ and OpenGL.

EDUCATION

SECONDARY SCHOOL

Frederic Mistral Sarrià
2017 - 2019

BACHELOR OF VIDEOGAMES

Video Game Design and Development CITM from Terrassa
2019 - 2023