



MARC BAQUÉS SÀBAT

GAME PROGRAMMER

 /MarcBaquesSabat

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 654 407 209

 Outskirts of Barcelona

S U M M A R Y

I have carried out several projects in teams and my roles have changed from Unity programmer to Porting manager. I have launched 5 games including DLCs for different consoles and PC.

Right now I'm involved in tools programming and other technologies like Raspberry Pi microcomputers or mobile gaming.

S K I L L S

C#, C++

Design Patterns

Unity

Version Control

Jenkins

Atlasian environment

Scrum, kanban

Photoshop, Premier

O T H E R S T U D I E S

3D animation, videogames and interactive environments, CFGS.

- Learn about artist needs
- Drawing, animations and 3D methodologies

Barcelona, Spain

September 2014 - June 2017

H O B B Y S

Board games

Science fiction book

Magic player

L A N G U A J E S

- English, B2
- Catalan, native
- Spanish, native

W O R K E X P E R I E N C E

Petoons Studio

Porting Manager

December 2022 - Current

- Manage a small Porting team, assigning and planning milestones, sprints and tasks
- Debug and profile games to identify future and actual problems or bottlenecks
- Develop internal tools for programming department to automatize builds or common tasks with Jenkins
- Advice and teach other teams about porting process about how to plan and proceed with new projects
- Suggest new proces and methodologies to reach desired goals in tight deadlines

Game Developer

Agust 2021 - December 2022

- Port games to different platforms by implementing different systems for:
 - Switch, PS4, PS5, Xbox One, Xbox Series, Steam, Epic, GOG, Stadia
- Document consoles features for future reference
- Program gameplay features taking in account all systems

Digital Legends Entertainment.

Quality Assurance

November 2016 - March 2017

- Find inconsistencies, glitches or bugs on mobile devices
- Documenting, reporting and reviewing errors
- Live ops, daily checking

F O R M A T I O N

University degree in videogame development specialized in programming.

- We form a group to learn and practice programming patterns and discuss their implementation on videogames
- I participate in different projects, mobile, PC, Nintendo DS, Switch and tools for Unity
- Learn process about different game development departments

Barcelona, Spain

September 2017 - June 2021