

Axel Castells

Game Developer and Programmer



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Technical Skills

Unreal Engine Development
(Blueprints)
Unity Programming (C#)
JavaScript
C / C++
SQL Databases

Non-technical Skills

Good at teamworking
Communicative
Creative problem solver
Learn with agility

Engines and Tools

Unreal Engine 4
Unity
Wwise / FMOD
Cubase / Logic Pro X
Autodesk 3D Max
Blender

Languages

English	Advanced
Spanish	Native
Catalan	Native

Summary

Videogames developer and musician, experienced in working on small teams using agile methodologies. I'm always aiming to push my boundaries and explore new ways to make work as simple and efficient as possible.

Experience

Game Programmer *Bliss Games* 2020 - Now

Fast prototyping and developing hyper-casual games for Android and iOS platforms.
Deep learning on monetisation and IAP solutions for mobile games.
Extensive use of SQL databases to save / read game data.
Blockchain games, using SDKs such as Stardust and Venly.

Game Programmer *Labs4Reality* 2018 - 2019

Developing AR (Augmented Reality) applications.
Cohesive teamwork using agile methodologies.

Intern Programmer *Pupgam Studios* 2015 - 2015

Working on UI programming and design on a small team using Scrum.

Education

University Degree in Game Development 2015 - 2020 ENTI-UB (Barcelona, Spain)

HND in Creative Media Production 2013 - 2015 CEV-Barcelona (Barcelona, Spain)

Interests

As someone who has grown up in a family of musicians I've always been surrounded by music, which pushed me to develop a strong passion for it in my adulthood. I also enjoy reading, roleplaying games, martial arts and studying languages.

Some other frameworks, libraries, languages or tools I've used in the past:
SQL, SDL, SFML, OpenGL, Arduino, Processing, Reaper...