

# Axel Castells

## Game Developer and Programmer

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LinkedIn: [linkedin.com/in/axelcastells](https://www.linkedin.com/in/axelcastells)



GitHub: [github.com/axcamo](https://github.com/axcamo)

### Technical Skills

Unreal Engine developer  
(blueprints)

Unity developer (C#)

JavaScript programming

C programmign

SQL Databases

### Non-tehnical 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...