



Game Developer with a strong passion for Music for Videogames.
Worked at Bliss Games as Unity Game Programmer developing mobile games for Android/iOS.

Studied a Videogames Development Bachelor's Degree at ENTI-UB Barcelona.
Creator of immersive music soundtracks for games like CONCRETE using FMOD.

Axel Castells Monllau

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

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...