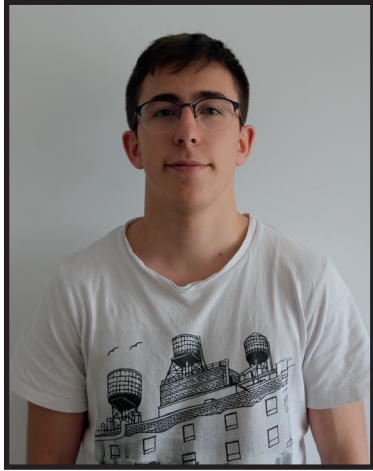


Pol Carrera Catalina

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<https://polcarcat.github.io/Portfolio/>

ABOUT ME



Hi, my name is Pol Carrera Catalina and I'm 22 years old. I graduated in Bachelor's degree in Video Game design and development by the UPC at CITM..

I did a 6 month **internship at Smadex** as Creative ad designer. Where I'm doing mobile creatives with HTML, Javascript and CSS.

My main interest is to work as a game designer, but I'm conforable working as a programmer. I have experience with C++, C#, Html, JS, Phyton and also C# working with Unity.

BEST PROJECTS

DUNGEON DOME

Prototype of the blockchain game where you can create characters, companies and equipment. Then transform them into digital assets linked to your personal wallet.

PEPA AND THE COOKIE BANDIT

My bachelor's Thesis, is the study of the detection of disabilities through video games. See if it's possible to detect learning disabilities through a video game and develop it.

PARALLAX PARADOX - WINNER UPC PRIZE AT THE 3HMA

Parallax Paradox is a 2D plataformer that started as a univesity project. After the university due I decided to keep developing the game and later on I won the UPC prize in the 6th editon of the 3HMA. Build in C++ with STL.

MALITA SOUL OF A WARRIOR

Lead Designer for the game Malita Soul of a Warrior, A 3D Beat'em Up based on Alita: Battle Angel, made in our own engine.

MEHGINE

I've made my own game engine with OpenGL in C++, with a particle subsystem specialization.

GRAN CITM GAME JAM

Some colleagues and I decided to organize our own game jam, the Gran CITM Game Jam. An event that is now going for the 4th edition and has over 50 participants.

Check all my other projects im my interactive porfolio.