

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 and Unreal.

BEST PROJECTS

DUNGEON DOME

Unity 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

Study of disability detection through video game. (Final degree project)

PARALLAX PARADOX -

Winner of the UPC prize at the 3HMA. 2D plataformer made in C++.

MALITA SOUL OF A WARRIOR

Lead Designer for the game Malita Soul of a Warrior, 3D BeatEmUp running in C++ self crafted engine

INFINITY RACER

3D physics semi procedural racing game made in C++ using OpenGL and bullet.

NANA'S LAST GAMBIT

Mix between a turn based dungeon crawler and candy crush. A game made for the Mix and Game Jam 2020. It was made in 48h, alone in Unity.

MEHGINE

3D game engine with OpenGL in C++, with a particle subsystem specialization.

THE NE SHOOT

Level prototype of a first person shooter in a non-Euclidean space made in Unreal.

THE HEIST

Level prototype of a third person adventure game where the player is constantly reducing his size, made in Unreal.

MYSTARA ARENA

2.5D Battle arena based on the arcade game Dungeons over Mystara, running in C++.

Check all my other projects im my interactive porfolio.