



Ricard Vivó Montero

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Languages

Spanish/Catalan: Native

English: Fluent (3 years living abroad).

Norwegian: Intermediate.

French: Basic knowledge.

Technical Skills

- C++, C#, C Language.
- Game Design.
- Unity.
- Github.
- Audio Design.
- Wwise.

More about me

- Game Master for D&D tabletop Games.
- Historical fencer and Viking Age reenactor.
- MMO, RPG and strategic videogames enthusiast.
- Bass player in a rock band.

GameDesigner & Developer

Graduated in the **Master in Advanced programming for AAA Videogames** at **UPC**. Passionate for learning, energize projects and provide new ideas. Hungry for taking new challenges with a "can-do" positive attitude.

RELEVANT EXPERIENCE

Feb 2019-
Nov 2020
(Barcelona)

TwinLight Souls (3D Adventure, Beat 'em Up)

Producer, Game Designer, Audio Designer & Programmer.

[Videogame](#) developed with our own game engine in C++ and Open GL from scratch.

Involved on Game Design and Audio/Gameplay programming.

Aug 2017-
Aug 2018
(Trondheim-
Norway)

VR Rowing Simulator

Master Thesis

Master thesis developing a Virtual Reality rowing simulator for HTC Vive developed in Unity 3D. [Paper published about this thesis.](#)

EMPLOYMENT

Feb 2017-
Aug 2017
(Barcelona)

GIESECKE & DEVRIENT

Software Developer.

Software development at Research & Development Production department using C# .Net and MySQL.

ACADEMIC FORMATION

Master in Advanced programming for AAA Videogames (Oct 2019 - Nov 2020)

Polytechnic University of Catalonia (UPC)

- Full [Videogame](#) Developed with [our own Game Engine](#) in C++.

Telecommunication Systems Engineering Degree (2013 - 2018)

Polytechnic University of Catalonia (UPC)

- Bachelor's thesis about VR in sports at Norwegian University of Science and Technology (NTNU)
- Basic Android Apps developed and experience with different OS Programming. (C, C# and Java Languages Projects).