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

*I am a Videogame Lover, a passionate
for Developing and Playing them. Since I completed my first
videogame (Age of Mythology) and I saw the picture of the team
who developed it on the credits, I dreamt on appearing on the
picture of a Great team creating great Videogames.*

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).*