

Roger Sanchez March

Narrative Game Designer, 3D Artist and Music Producer

I am a 22 year old videogame developer from Barcelona with experience in Narrative Writing, QA Testing, Ilustration and in public pitching.

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EDUCATION

Sonopro

09/2018 - 07/2019

High School

09/2014 - 06/2016

Escola Pálcam

Bachellor's Degree in Video Game Design and Developement

Universitat Politècnica de Catalunya (UPC)

Music Production and Sound Design

09/2016 - 06/2021 Barcelona

PERSONAL PROJECTS

Music Album

 I composed, recorded and produced a an album with a band I had. I designed the artwork and handled all the production issues.

Interviews Podcast

 A podcast in which I interview young people who often don't have a voice. I chase interesting and personal stories and experiences.

Personal Screenplays

 I am a constant writer, I am writing stories all the time. I mostly write movies or short scenes to be filmed.

Video Game Levels

LANGUAGES

Full Professional Proficiency

Native or Bilingual Proficiency

English

Español

 I design and create playable experiences using game engines like Unreal Engine, Unity or Hammer to improve my abilities.

Barcelona

Barcelona

Barcelona

02/2020 - 03/2020 Achievements/Tasks

QA Tester

- Test daily game Live Ops updates.

Digital Legends Entratainment

WORK EXPERIENCE

- Find and report bugs and improvement sugestions.
- Playtest the last updates of 'Heroes' before launch.

Contact: Rafa Sagasta - rsagasta95@hotmail.com

Fundsraiser

Directors of Dialogue

04/2018 - 04/2019

Barcelona

Achievements/Tasks

- Pitching and selling NGO's to get their fundings.
- Keeping teams motivated and proactive.
- Teaching selling skills to new employees.

Ilustrator

Freelance 02/2019 - 09/2019

Barcelona

Achievements/Tasks

- Drawing characters as well as Cartoonizing
- Poetry Book Ilustration
- Music Artwork Designer

INTERESTS

Game Design | Cinema

3D Modeling

Català

Native or Bilingual Proficiency

Narrative

Public Speech

Books

Music Production

SKILLSCreative

/e Proactive

Autodida