Sergi Monzó
Gameplay programmer

Contact

Email
sergimonzoareste@gmail.com

LinkedIn
https://www.linkedin.com/in/sergi-monzo-areste/

Twitter
https://twitter.com/MonzoSergi

Skills

- C#
- Unity
- Git & SVN
- Task managing
- UML diagrams
- SQL
- Maya

Languages

- English
- Spanish
- Catalan

Learning Queue

- Design patterns
- Shaders
- C++
- Unreal Engine

Experience

Game Programmer

Questmasters

October 2020 - March 2021

- Programmed some gameplay features

Frontend developer

ClickConsulting

November 2017 - February 2018

- Updated web ads according to the clients needs
- Styling with CSS web pages

Formation

Advanced videogame programming with Unity Bootcamp

Level Up

April 2023 - October 2023

- SOLID, clean code, design patterns, C#, Unity (on going)

3D Animations, Games and Interactive Environment

Institut Mare de Déu de la Mercè

September 2019 - June 2021

- Learned C#, modelling, texturing, animations, Unity and Project Management

Multiplatform Application Development

Institut Mare de Déu de la Mercè

September 2019 - June 2021

- Learned: C, Java, web development, SQL databases

Collaboration

Game Programmer

HidBox Games

September 2021 - Present

- Programming of Syne (first person horror game in development)