

ABOUT ME

Passionate and dedicated Video Game Design and Development graduate with a Bachelor's Degree from UPC, Barcelona. Eager to leverage theoretical knowledge and creative skills to contribute effectively to game development projects. Possesses a strong understanding of game mechanics, design principles, and project management.

EDUCATION

Bachelor of Video Game Design and Development

Centre De La Imatge I Tecnologia Multimèdia (UPC), Barcelona/Terrassa, 2018-2023

- Class Delegate/Representative (2018-2022)
- President, GCIA (Association for Communication Among Courses) (2021)
- Member, TableFlippers (Tabletop Playtesting Club)

High School Diploma

Escola IPSI, Barcelona, June 2018

Rushville Consolidated High School, Rushville, Indiana, May 2017

- Exchange student in Rushville, Indiana, USA

CERTIFICATIONS

Títol de Monitor d'activitats de Lleure (Youth Recreational Leader Certificate)

Fundació Pere Tarrés

Títol de Director d'activitats de Lleure (Certificate of Youth Recreational Activities and Team Coordinator)

Fundació Pere Tarrés

Cambridge English Level 2 Certificate

ESOL International

LANGUAGES

Catalan: Bilingual or Proficient (C2)

Spanish: Bilingual or Proficient (C2)

English: Advanced (C1)

French: Elementary (A2)

ACADEMIC PROJECTS

The Mandalorian: Sands of Arvala (3rd person Shooter Rogue-Lite, custom engine)

Producer

- Served as Producer, leading a team of 24 classmates using Scrum Methodology in a 6-month simulation of a studio production from scratch.

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Project F (Isometric Real Time Strategy game, custom engine)

Management

- Gained knowledge on developing a game concept within technological and genre limitations.

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One-Page Wonders: exploring the narrative potential of short-form roleplaying games (Research Project)

- Explored upon the process and potential behind reducing TTRPGs into short formats such as One Pages.
- Created [infographics and guidelines](#) showcasing said process.
- Released a [short-form TTRPGs](#) testing the established guidelines

[Learn More](#)

GAME JAMS

Three Laws (3rd Gran CITM Jam, Sidescroller)

Designer and developer

- Awarded best game design.

Psychoporky (CITRUS JAM #2, Platformer)

Designer, developer and artist

- Put myself to the test by working on every step of the game development.

Stigma (4th Gran CITM Jam, Endless runner - Serious game)

Narrative and gameplay design

- Awarded best game.
- Integrated education and visibility as the main goals of the project.

Lazy echoes (6th Gran CITM Jam, 4 player co-op split screens)

Map & Gameplay designer

- Awarded people's choice award.
- Experimented with multiplayer design built around competition through cooperation.

[Portfolio Link](#)

VOLUNTARY WORK

Esplai Brúixola - Sant Ignasi (September 2018 - Current)

Youth Recreational Leader, Barcelona

- Developed leadership and communication skills while managing activities for children and teenagers.
- Planned and executed engaging activities to stimulate creativity and learning.

ACCOMPLISHMENTS

Best Game Design Award

- 3rd Gran CITM Jam (January 1, 2020)

Best Game Award

- 4th Gran CITM Jam (February 5, 2021)

People's Choice Award

- 6th Gran CITM Jam (June 21, 2023)

CONTACT

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