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639053003



08029, Barcelona España

## LANGUAGES

### Catalan



Bilingual or Proficient  
(C2)

### Spanish



Bilingual or Proficient  
(C2)

### English



Advanced (C1)

### French



Elementary (A2)

### Japanese



Beginner (A1)

# GUILLEM TURMO GONZALEZ

## ABOUT ME

Enthusiastic youth recreational leader and Video Game Design and Development student eager to contribute to the youth's development and personal growth through hard work and dedication, attention to detail, and excellent communication skills. Clear understanding of working with children and youth, engaging them in learning new complex concepts. Motivated to learn, grow and excel in what I do.

## EDUCATION

Bachelor of Video Game Designer And Developer: Videogames  
**Centre De La Imatge I Tecnologia Multimèdia (UPC)**,  
Barcelona/Terrassa, Expected in October 2023

- Elected to Class Delegate/Representative in 2018, 2019, 2020, and 2021
- Member of TableFlippers (Tabletop playtesting club)
- Elected to **President** for GCIA (association for communication among courses) in **2021**

High School Diploma **Escola IPSI**, Barcelona, June 2018

High School Diploma **Rushville Consolidated High School**,  
Rushville, Indiana, May 2017

- I had the great opportunity to be an **exchange student for a year in Rushville, Indiana, USA** where I participated in many activities and clubs

## CERTIFICATIONS

- Títol de Monitor d'activitats de Lleure / Youth recreational leader certificate
- Cambridge English Level 2 Certificate in ESOL International

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## SKILLS

- Leadership and team building
  - Infancy, youth, and adolescent engagement and mentoring
  - Activity planning, monitoring, and evaluation
  - Analytical Thinking and Problem Solving
  - Object-Oriented Programming (C++/C#)
  - C Programming Language
  - Game Design, prototyping and balancing
  - Video and Tabletop game playtesting
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## WORK HISTORY

September 2018 - Current **Esplai Brúixola - Sant Ignasi - Monitor De Lleure / Youth Recreational Leader**, Barcelona

- Learned the value of Volunteering and importance of commitment.
  - Developed team management and communications, as well as proper administration of information to effectively improve meetings.
  - Communicated frequently with parents, students and our team to provide feedback and discuss instructional strategies.
  - Implemented creative ways to foster curiosity for complex principles through hands-on learning and planned activities.
  - Planned, coordinated and implemented activities to address needs of up to 60 participants that ranged from 5 to 17 years old with varying abilities.
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## ACCOMPLISHMENTS

- **Best Game Design Award - 3a Gran CITM Jam** (Jan 1, 2020)
- **Best Game Award - 4a Gran CITM Jam** (Mar 2021)
- Collaborated and managed a team of **24** in the development of *The Mandalorian: Sands of Arvala* as the **Producer**