

# David Boces Obis

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**GitHub:** <https://github.com/VoZeS> | **LinkedIn:** [linkedin.com/in/david-boces-obis](https://www.linkedin.com/in/david-boces-obis) |

**Portfolio Web:** <https://vozes.github.io/github-portfolio/>

*4<sup>th</sup> year student in a Video Game Design and Development Degree. Video Game passionate interested in Game Design and Storytelling.*

**Native** in Spanish

**Native** in Catalan

**High** in English

## EDUCATION

### Degree in Video Game Design and Development

| 2020 – current time

*Terrassa, Spain - Image Processing and Multimedia Technology Center*

## SKILLS

Level design / Storytelling

C / C++ / C#

Unity

Autodesk (Maya, 3d Max)

Figma / Illustrator /

Photoshop

## EXPERIENCE

### - GAMEPLAY PROGRAMMER & DESIGNER - Redactor Exprès | November 2024

- Best Re-Playable Award [PREMIS LUDI]
- ALL gameplay programming.
- Game design.

### - GAME DESIGNER - Echoes From The Past [6<sup>th</sup> CITM GAME JAM] | June 2023

- Best Design Award
- Design the puzzles.
- Design the 6 levels.
- Storytelling.

### - VR GAMEPLAY PROGRAMMER - VR Defense | February - June 2023

- VR programming.
- Gameplay programming.
- Game Design Document.

### - LEAD DESIGNER - Guardians of the Galaxy: The Bet | February - June 2023

- Organise design team.
- Design level 1, 2 and 4.
- Supervise the playtesting.
- Write the narrative.

**- TEAM LEAD - Imperial Fall**

| February - June 2022

- Organise art, programming, and design team.
- Design all level locations.

- Design the puzzles.
- Storytelling.
- QA lead.

**- SOLO DEVELOPER - AQHHDDD**

| August - September 2022

- Concept and design of the game.
- Draw all pixel art assets.

- Gameplay programming.