

David Boces Obis

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

4th 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

Game Desing / Level Design

Storytelling

C / C++ / C#

Unity / Unreal

Autodesk (Maya, 3d Max)

Figma / Illustrator

EXPERIENCE

- GAME DESIGNER - N'Orb [7th CITM GAME JAM]

| February 2024

- Level design (6 levels).
- Post-processing.
- Gameplay programming.
- Storytelling.

- GAMEPLAY PROGRAMMER & DESIGNER - Redactor Exprès

| November 2023

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

- GAME DESIGNER - Echoes From The Past [6th CITM GAME JAM]

| June 2023

- Best Design Award
- Design the puzzles.
- Level design (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.
- Supervise the playtesting.
- Level design (levels 1, 2 & 4).
- 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.