David Boces Obis

Terrassa, Spain | +34 672 13 98 16 | davidboces16@gmail.com

GitHub: https://github.com/VoZeS | **LinkedIn**: https://www.linkedin.com/in/david-boces-obis-474196238/

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

Video Game passionate interested in Game Design and Storytelling. High skills in Unity development, having some projects on Itch.io and Steam.

Native in Spanish
Native in Catalan
High in English

EDUCATION

Degree in Video Game Design and Development

| Sept. 2020 – Jul. 2024

Terrassa, Spain - UPC (CITM)

SKILLS

C / C++ / C#

Unity / Unreal

Figma / Illustrator

Game Design [Level Des., Narrative Des., Storytelling, UX…]

WORK EXPERIENCE

- **QA Tester – Univrse**   *| Sep 2024 – Current Time*
  - *Test VR experiences.*
  - *Report UX bugs (visual, dev…)*
  - *Communication with other departments.*
  - *QA Planning for **Black Mirror VR** experience.*

- **QA Tester Intern – Univrse**   *| May 2024 – Sep 2024*

PROJECTS

- **GAME DESIGN & UNITY DEVELOPMENT - Unlighted**   *| April 2024 – June 2025*
  - *Level Design.*
  - *Unity Development.*
  - *UX Design.*
  - *Narrative Design.*

- **UNITY DEVELOPMENT - Echoes From The Past [6th CITM GAME JAM]**   *| June 2023*
  - *Best Design Award*
  - *Level design.*
  - *Design the puzzles.*
  - *Storytelling.*

- **GAME DESIGN - Guardians of the Galaxy: The Bet**   *| February - June 2023*
  - *Organize design team.*
  - *Supervise the playtesting.*
  - *Level design (levels 1, 2 & 4).*
  - *Write the narrative.*

AND MORE!
Look at my portfolio, I am always ready to create new video games to make the world better :)