David Boces Obis

Terrassa, Spain | +34 672 13 98 16 | davidboces12@hotmail.com

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

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 Design / Level design / Storytelling

C / C++ / C#

Unity

Autodesk (Maya, 3d Max)

Figma / Illustrator

EXPERIENCE

- GAME DESIGNER - N'Orb [7th CITM GAME JAM]   *| February 2024*

- *Level design (6 levels).*
- *Gameplay programming.*
- *Storytelling.*

- GAMEPLAY PROGRAMMER & DESIGNER - Redactor Exprès   *| November 2023*

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

- GAME DESIGNER - Echoes From The Past [6th CITM GAME JAM]   *| June 2023*

- *Best Design Award*
- *Level design (6 levels).*
- *Design the puzzles.*
- *Storytelling.*

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

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

- 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.*