David Boces Obis

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4th year student in a Video Game Design and Development Degree. Video Game passionate interested in Game Design and Storytelling. Design, 3D Animation [rigging, skinning and animation] and Programming abilities, among others.

EDUCATION

Degree in Video Game Design and Development | 2020 – current time

Terrassa, Spain - Image Processing and Multimedia Technology Center

PROFESIONAL EXPERIENCE

Community Manager | 2022 – current time

Lleida, Spain - Colònies l'Anunciata

SKILLS

Languages: Native in Catalan and Spanish, B2 certified in English.

Programming languages: C, C++, Flutter [Dart].

Engines: Unity (2D & 3D).

Software: Maya, 3dMax, Substance Painter, Toon Boom Harmony, Figma.

Others SDL, Firebase.

PORTFOLIO

Involved in multiple projects. Experience working alone and with teams of 5, 7 and + 25 people. Take a look to my portfolio in: https://vozes.github.io/github-portfolio/ .