David Boces Obis

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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

Team management
Level design
Storytelling
C / C++
Unity

EXPERIENCE

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

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

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

- *Organise design team.*
- *Supervise the playtesting.*
- *Design level 1, 2 and 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.*