

# David Boces Obis

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**GitHub:** <https://github.com/VoZeS> | **LinkedIn:** [linkedin.com/in/david-boces-obis](https://www.linkedin.com/in/david-boces-obis) |

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

*4<sup>th</sup> 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

Level design / Storytelling

C / C++ / C#

Unity

Autodesk (Maya, 3d Max)

Figma / Illustrator /

Photoshop

## EXPERIENCE

### - GAME DESIGNER - Echoes From The Past [6<sup>th</sup> CITM GAME JAM] | June 2023

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

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

- *Organise design team.*
- *Design level 1, 2 and 4.*
- *Supervise the playtesting.*
- *Write the narrative.*

### - TEAM LEAD - Imperial Fall | February - June 2022

- *Organise art, programming, and design team.*
- *Design the puzzles.*
- *Design all level locations.*
- *Storytelling.*
- *QA lead.*

### - SOLO DEVELOPER - AQHHDDD | August - September 2022

- *Concept and design of the game.*
- *Gameplay programming.*
- *Draw all pixel art assets.*