

POL BOSCH

DEVELOPER



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SKILLS

- **Programming:**

C, C++, C#, HLSL, LUA, HTML5, CSS3,
JavaScript, Dart, Python, GIT.

- **Design:**

Systems design, problem solving, game
design, UI/UX design.

- **Personal:**

Autonomy, teamwork, communication.
Critical thinking, problem resolution,
negotiation and flexibility. Organization,
planification, leadership and initiative.

LANGUAGES

- Catalan (Native, Level C1).
- Spanish (Native, Level C1).
- English (Level B2, FCE Cambridge).
- Japanese (Beginner).

INTERESTS

- Design, Physics, Astronomy.
- Music (Singing and Composing).
- Padel, Fitness, Ski and Surf.

PROFILE

Creative, pragmatic and eager-to-learn developer with 6+ years of academical background in software development, currently looking for a entry-level/junior roles.

EXPERIENCE

GAMEPLAY DEVELOPER

(Feb 2020 – Jun 2020)

Broken Gem Studio (University Project) | Team size: 29

- Development of a game with a homemade engine in C++.
- Scripting with LUA.
- Design and programming of the Camera and Final Bosses.

DEVELOPER & WRITER

(Feb 2022 – Sep 2022)

Voron-eye (University Final Project, TFG) | Team size: me

- Research of cameras in video games.
- Development of a local multiplayer dynamic split-screen camera tool with Unity (C# & HLSL).

EDUCATION

APPSFactory

Aspasia

March 2024 - Sep 2024

- Web Development with HTML5, CSS3, and Javascript.
- Mobile Apps and Web Development with ReactNative.

BACHELOR OF GAME DESIGN & DEVELOPMENT

Polytechnic University of Catalonia (UPC)

Sep 2016 - Sep 2022

- Game development with Unity, Unreal Engine 4, SDL, and C++ (in-house 3D OpenGL engine).
- UI/UX Design, Project Management, Economics, AI, Art and Gamification subjects.
- Experience with software like Unity, Unreal Engine, ZBrush, Maya, Houdini Photoshop, Illustrator, AE, Premiere...