ADRIÀ SERRANO LÓPEZ

GAME DESIGNER

ABOUT ME

Hi! I'm a videogame enthusiat with interests in Design, UI, and UX for videogames

CONTACT ME!

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Linkedin

Portfolio

Github

FORMATION AND EDUCATION

- Currently pursuing (3rd year) **Bachelor's degree in Videogame Design and Development** at CITM, Terrassa
- Three years experience on **Bachelor's degree in Mathematics**, UAB, Bellaterra
- **Advanced musical training** at Escola Municipal de Música, Terrassa
- Certified **B2 English** level by Cambridge, mother tongues **Spanish and Catalan**

PROJECTS

- Croak-o-matic: GMTK 2020 Game Jam, **Level and Gameplay designer**
- NeverAlone: 2021 Gran CITM Game Jam, **Level and Gameplay designer**
- Hearts of Greed: 2D RTS with own engine **Art, Audio & Design**
- An Unusual contract: **Level Design** & blockout
- Phoebus Engine: **Own 3D Game Engine** (OpenGL)

HARD SKILLS

- 6+ years Experience in **C++ / C#**
- Knowledge and experience in **Videogame development** and **Player Psycology**
- **Version control tools** such as GitHub
- 3 years experience with **Unity** and **own Engines**
- Experience working in **Agile** enviroment
- Basic knowledge with **modeling tools** such as 3DS Max, Maya and Zbrush
- Game Design Study Discord Group moderator, **content creator** and **dynamizer**

HOBBIES

- Playing the harp and composing for it
- Player and DM for multiple Tabletop RPGs
- Playing at everything that falls into my hands!
- Avid Magic The Gathering player
- Historical Wargaming enthusiast