



# ADRIÀ SERRANO LÓPEZ

## GAME DESIGNER

### ABOUT ME

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

### CONTACT ME!


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[Linkedin](#) 

[Portfolio](#)

[Github](#) 

### FORMATION AND EDUCATION

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- 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, proficient in **Spanish and Catalan** (mother tongues)

### PROJECTS

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- Croak-o-matic: GMTK 2020 Game Jam, Level and Gameplay designer
- Frontloading Information: Concept creation and analysis
- Hearts of Greed: Art, Audio & Design adjutant
- An Unusual contract: Level Design & blockout

### HARD SKILLS

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

### SOFT SKILLS

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- **Teamwork** focused
- **Problem solving**
- **Natural Leadership**
- **Communication**

### HOBBIES

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- Playing the harp and composing songs 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