

# Alex Barra Boldú

Unity Developer & Software Enthusiast

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05 – 07 – 2000, Barcelona

## SUMMARY

Highly motivated videogame developer seeking to gain experience and learn in a professional environment, with good communication skills and a comprehensive and learning attitude.

I have worked in team and with deadlines while doing school projects, and succeed on creating a good team environment and final project. 4 years of student and solo developing with C++ and Unity Engine with good knowledge of programming patterns, architecture, standardized and clean code.

## PROJECTS

<b><u>To Remember The Deads</u></b>	DVRV: P1	<ul style="list-style-type: none"><li>• Project manager</li><li>• Lead developer</li></ul>	<ul style="list-style-type: none"><li>• Gameplay developer</li><li>• Game designer</li></ul>
<b><u>PAWNY</u></b>	DAM-VIOD: TFC 2n year.	<ul style="list-style-type: none"><li>• Project manager.</li><li>• Lead developer.</li></ul>	<ul style="list-style-type: none"><li>• Gameplay developer.</li><li>• Game designer.</li></ul>
<b><u>Rover-Two (WebGL)</u></b>	DAM-VIOD: ENTI Jam Mixta 2n year.	<ul style="list-style-type: none"><li>• Gameplay developer.</li><li>• Game designer.</li></ul>	
<b><u>Beyond The Light</u></b>	DAM-VIOD: ENTI Jam Mixta 1r year.	<ul style="list-style-type: none"><li>• Lead developer.</li><li>• Gameplay developer.</li></ul>	<ul style="list-style-type: none"><li>• Game designer.</li></ul>
<b><u>Soul Purge</u></b>	DAM-VIOD: TFC 1r year.	<ul style="list-style-type: none"><li>• Project manager.</li><li>• Lead developer.</li></ul>	<ul style="list-style-type: none"><li>• Gameplay developer.</li><li>• Game designer.</li></ul>

## WORK EXPERIENCE

<b>JanduSoft</b>	<b>Intern</b>	Q1 2022
Testeo de QA de videojuegos.		
<b>Sosmatic-Eurona</b>	<b>Intern</b>	Q2 2018
Técnico de Internet a distancia/Atención al cliente (Internet). Para Internet por satélite, wimax y 4G.		
<b>Catalana Grup</b>	<b>Intern</b>	Q3 2017
Tareas de administración del servidor y base de datos de la empresa, tareas de técnico informático, etc. Configuración de portátiles para los trabajadores y más.		

## EDUCATION

<b>IES Bernat el Ferrer</b> Molins de Rei, Barcelona	<b>Top-Up (Master):</b> <b>Video Game &amp; Virtual Reality Development</b>	2023 - 2024
<b>University of Barcelona – ENTI</b> Barcelona	<b>HND:</b> <b>Cross-platform Application Development in Video Games</b>	2019 - 2022
<b>Joan Pelegrí School</b> Barcelona	<b>HNC:</b> <b>Microcomputer Systems &amp; Networks</b>	2017 - 2019

## TECHNICAL SKILLS

C#, C/C++, Unity Engine, Git (Git-Fork), Visual Studio, StackOverflow, Programming patterns & architecture

## LANGUAGES

Spanish/Catalan: Native  
English: Advanced