

# Alex Barra Boldu

Unity & Computer Games Developer

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[GitHub](#)

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## EDUCATION

<b>Bootcamp: Advanced Unity Programming in Video Games</b> LevelUp Game Dev	2024
<b>Master: Video Games &amp; Virtual Reality Development</b> IES Bernat el Ferrer	2024
<b>HND: Cross-platform Application Development in Video Games</b> University of Barcelona: ENTI	2022
<b>HNC: Microcomputer Systems &amp; Networks</b> Joan Pelegri School	2019

## LANGUAGES

Spanish/Catalan: Native  
English: Advanced

## WORK EXPERIENCE

<b>Netcode Unity Developer</b> Solo developing a first-person coop multiplayer videogame in Unity. Using Netcode for GameObjects & MySQL server for services.	<b>Freelance</b> <b>Apr 2024 - Oct 2024</b>
<b>Unity Developer</b> Developed a 2D platformer & managed a team of 3 through 3 months of project. Programmed all the gameplay and menus & designed the core mechanics.	<b>Freelance</b> <b>Sep 2023 - Mar 2024</b>
<b>JanduSoft</b> Video Game QA tester.	<b>Intern</b> <b>Jan 2022 - Apr 2022</b>

## PROJECTS

- 🎯 **To Remember The Deads**
  - Managed a team of 3 people through 3 months of development.
  - Supervised code structure for the project.
  - Programmed all the gameplay and menus.
  - Designed the mechanics of the main character.
- 🎯 **PAWNY**
  - Managed a team of 5 people through 5 months of development.
  - Supervised code structure for the project.
  - Programmed all the gameplay.
  - Designed the puzzles, levels and mechanics of the game.
- 🎯 **Rover-Two (JAM)**
  - Programmed all the gameplay.
  - Co-designed the game.
- 🎯 **Beyond The Light (JAM)**
  - Programmed the entirety of the gameplay.
  - Co-designed the game.
- 🎯 **Soul Purge**
  - Managed a team of 3 people through 2 months of development.
  - Supervised code structure for the project.
  - Programmed the entirety of the gameplay.
  - Co-designed the game.

## TECHNICAL SKILLS

C#, C/C++, SQL, Networking, Clean Code, Design patterns & Software architecture, SOLID, Git, StackOverflow, Unity, Visual Studio