

# Alex Barra Boldu

Unity & Computer Games Developer

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[GitHub](#)

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## PROJECTS



### To Remember The Deads

- Managed the development 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 the development team of 5 people through 5 months of development.
- Supervised code structure for the project.
- Programmed 100% 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 the development 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.

## LANGUAGES

Spanish/Catalan: Native

English: Advanced

## WORK EXPERIENCE

### JanduSoft

Video Game QA tester.

Intern

### Sosmatic-Eurona

Remote Internet Technician/Customer Service for satellite, wimax and 4G technologies.

Intern

### Catalana Grup

Company server and database administration tasks, technician tasks IT, etc.

Intern

## EDUCATION

### Bootcamp: Advanced Unity Programming in Video Games

LevelUp Game Dev Hub

2024 Q4

### Master: Video Games & Virtual Reality Development

IES Bernat el Ferrer

2024 Q1

### HND: Cross-platform Application Development in Video Games

University of Barcelona: ENTI

2022 Q2

### HNC: Microcomputer Systems & Networks

Joan Pelegri School

2019 Q2

## TECHNICAL SKILLS

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