

# Alex Barra Boldu

Unity & Desarrollador de Videojuegos

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[GitHub](#)

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## PROYECTOS

### 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.

## IDIOMAS

Español/Catalán: Nativo

Inglés: Avanzado

## EXPERIENCIA LABORAL

### JanduSoft

Testeo de QA de videojuegos.

**Becario**

### Sosmatic-Eurona

Técnico de Internet a distancia/Atención al cliente para tecnologías satélite, wimax y 4G.

**Becario**

### Catalana Grup

Administración del servidor y base de datos de la empresa, tareas de técnico informático, etc.

**Becario**

## EDUCACIÓN

### Bootcamp: Programación Avanzada de Videojuegos en Unity

LevelUp Game Dev Hub

2024 Q4

### Master: Desarrollo de Videojuegos y Realidad Virtual

IES Bernat el Ferrer

2024 Q1

### CF Grado Superior: DAM -VIOD

Universidad de Barcelona: ENTI

2022 Q2

### CF Grado Medio: SMR

Escola Joan Pelegri

2019 Q2

## COMPETENCIAS TÉCNICAS

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