

Alex Barra Boldu

Unity & Computer Games Developer

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[GitHub](#)

[LinkedIn](#)

WORK EXPERIENCE

Independent Unity Developer | Unity Editor Developer

- Developed a behaviour tree plug-in with a custom editor for Unity.

Independent Unity Developer | Netcode Unity Developer

Apr 2024 - Oct 2024

- Designed and developed a first-person co-op multiplayer game using Unity Netcode for GameObjects.
- Built a MySQL-based back-end for player data and matchmaking.
- Implemented network synchronization, lobby systems, and gameplay mechanics.

Independent Video Game Project | Unity Developer & Team Lead

Sep 2023 - Mar 2024

- Led a 3-person team to develop a 2D platformer prototype from concept to demo release.
- Programmed core gameplay, UI, and menus using C# and Unity.
- Applied software architecture principle (SOLID, design patterns, clean code).

JanduSoft | Video Game QA Tester (Internship)

Jan 2022 - Apr 2022

- Tested Unity games for bugs and performance issues.
- Collaborated with developers to document and reproduce issues.
- Gained first-hand experience in the full development cycle.

EDUCATION

Boot-camp: Advanced Unity Programming in Video Games - LevelUp Game Dev

Oct 2024

Master: Video Games & Virtual Reality Development - IES Bernat el Ferrer

Apr 2024

HND: Cross-platform Application Development in Video Games - University of Barcelona: ENTI

Jun 2022

HNC: Microcomputer Systems & Networks - Joan Pelegrí School

Jun 2019

TECHNICAL SKILLS

C#, C/C++, SQL

Clean Code, Design patterns & Software architecture, SOLID, Networking, Editor Scripting

Unity, Visual Studio, Git, UML

LANGUAGES

Spanish / Catalan: Native

English: Advanced C1