# Alex Barra Boldu

## Unity & Computer Games Developer

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## WORK EXPERIENCE

**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 Pelegri School     *Jun 2019*

## TECHNICAL SKILLS

C#, C/C++, SQL

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

Unity, Visual Studio, Git, UML

## LANGUAGES

Spanish / Catalan: Native
English: Advanced C1