

Enric Quilabert Gelabert

Game Programmer

The moment I turned on my Nintendo DS for the first time was when I realized videogames are what I'm passionate about. I'm interested in game and level design, but programming is what I like doing the most. Team work is one of my strengths, I appreciate feedback and enjoy working with passionate colleagues.



 enric.quilabert@enti.cat

 (+34) 673 85 34 84

 Barcelona

 linkedin.com/in/enricqg

 enricgamedev.itch.io

PORTFOLIO

Roguedice - 2022

3rd Year University Project

Programmer

khaliu.itch.io/roguedice

Spellcloak - 2021

2nd Year University Project

Programmer and Game Designer

uritj.itch.io/spellcloak

Ludum Journal - Since 2021

Game Design Journal

Founding member & editor

ludumjournal.com

EDUCATION

Interactive Digital Contents Degree - Since 2019

ENTI-UB La Universitat del Videojoc

Programmer - Designer

HOBBIES

Cooking and Baking

Ever since my grandma taught me her old recipes, I've been experimenting in the kitchen. I love how food brings people together.

Reading

Books are a good source of entertainment: there's plenty and they're never boring. I love a good story.

OTHERS

Driving License

Available in the afternoons

HARD SKILLS

Unity



Unreal



C / C++ / C#



JavaScript



3Ds Max



Substance



Pack Adobe



Pack Office



Drive



Jira



SOFT SKILLS

Constructive Feedback

Conflict management

Critical Observation

Management Skills

LANGUAGES

Catalan - Native

Spanish - Native

English - B2

German - B2