




About me

Hardworking and creative person who is really interested in the Video Game world. Looking for work in the industry.

I always try to improve my skills to be able to make my concepts real.

Contact

 farreraspol@hotmail.com

 L'Hospitalet de Llobregat

Languages

- Catalan: Native
- Spanish: Native
- English: High Level

More about me

- I like running
- I enjoy playing videogames
- I have a dog

Links

Github

 [fakefarreraspol](https://github.com/fakefarreraspol)

Artstation

 [polfarreras](https://www.artstation.com/polfarreras)

LinkedIn

 [Pol Farreras Olivera](https://www.linkedin.com/in/PolFarrerasOlivera)

Portfolio

fakefarreraspol.github.io

Pol Farreras

Portfolio

Video Games Portfolio Check all my projects here:
<https://fakefarreraspol.github.io/>

Guardians of the Galaxy: Battle for the universe - 2023

Top-Down shooter game set in the Marvel film and comic series
- In the development team I was in charge of developing the player and it's main mechanics
- In the art team my role was to create the environments of the game.

Into the Capyverse - 2022

RPG game capybara-themed for Project 2 CITM subject
- Design of characters, abilities and missions; balancing, QA
- Development of the combat system

Working Experience

SEAT | CUPRA - 02/2024 - 09/2024

Cupra Design Visualization Intern
- Design and develop tools in Unreal Engine to be used by the designers.
- Test and optimize scenes and tools to improve pipelines
- VR Optimization and development in Unreal Engine
- VR presentations in Unreal Engine and VRED

Indie Games TRS - 10/2023

Staff of the Indie Games TRS event.
- In charge of creating videos and images to promote the degrees in the event. and controlling the conference room.

Education

CITM UPC, Barcelona (2020 - 2024)

Videogame Design and Development (English)

Tecla Sala (2018 - 2020)

Technological High School

Soft Skills

Adaptability
Creativity
Teamwork
Fast Learning
Interested in learning

Hard Skills

C++ / C#
Unity / Unreal Engine
Maya / 3dsMax / Blender
Premiere/Photoshop