

Francesc Teruel

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SUMMARY

Game Developer in C++ and C# with high focus on low-level systems. Really interested in Graphics Programming and Engine Development, which are the areas I want to pursue professionally. I am looking for an opportunity to start working as a developer, either in the video game or software industry.

TECHNICAL SKILLS

Development Environments: Visual Studio, VS Code

Programming Languages: C, C++, C#

Libraries: SDL2, Bullet, Assimp, ImGui...

Tools: GitHub, Maya, Substance, Wwise, Figma, Excel...

Graphics APIs: OpenGL, Vulkan

Profiling Tools: Tracy

Game Engines: Unity

PROJECTS

Alien Extraction

Game Development

Feb 2024 – June 2024

C++, SDL2, OpenGL, Bullet, Wwise...

- Game developed by 35 students in 4 months using Ymir Engine
- Managed the code department and the technology used as the Code Lead of the team
- Contributed on Resources, Shaders, Materials, Lighting and Performance

Ymir Engine

Engine Programming

Sept 2023 – Jan 2024

C++, SDL2, OpenGL, Assimp, ImGui...

- Game Engine developed as a solo developer from scratch in C++
- Implemented low-level systems such as Resource Manager
- Features Shader Pipeline high-level system

EXPERIENCE

Package Technical Operator

Decathlon

3 July 2023 – 31 Aug 2023 & 3 July 2024 – 31 Aug 2024

Sant Esteve Sesrovires, Spain

- Putaway, Picking, Sortation and Packing

EDUCATION

Centre de la Imatge i la Tecnologia Multimèdia – CITM (UPC)

University Degree in Video Game Design and Development

Terrassa, Spain

Sept 2021 – Current

INS Joan Oró

Scientific and Technological Baccalaureate

Martorell, Spain

Sept 2019 – June 2021

CERTIFICATIONS

- B2 First Certificate in English (FCE) – Score 179/190
- University Entrance Exams with Distinction – Score 9,318/10