Francesc Teruel

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SUMMARY

Passionate about software engineering with a specialisation in game development, including game engine architecture, graphics programming and performance optimization. Experienced in C++ and C#.

TECHNICAL SKILLS

Development Environments: Visual Studio, VS Code

Programming Languages: C, C++, C#

Graphics APIs: OpenGL, Vulkan

PROJECTS

Nous Engine   July 2024 – July 2025
Engine Programming   *C++, SDL2, Vulkan, Multithreading, ...*
- Bachelor's Thesis for the Video Game Design and Development degree
- Enhancing Software Performance through Multithreading and Parallel Programming Techniques
- Multithreaded Vulkan Game Engine using a thread-based Job System

Alien Extraction   Feb 2024 – June 2024
Game Development   *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   Sept 2023 – Jan 2024
Engine Programming   *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

Product Builder Intern   23 Sept 2024 – 21 March 2025
Payfit   *Barcelona, Spain*
- Low-Code, in-house software "JetLang", UX/UI, Payroll automation, JIRA

Package Technical Operator   3 July 2023 – 31 Aug 2023 & 3 July 2024 – 31 Aug 2024
Decathlon   *Sant Esteve Sesrovires, Spain*
- Putaway, Picking, Sortation and Packing

EDUCATION

Centre de la Imatge i la Tecnologia Multimèdia — CITM (UPC)   Terrassa, Spain
University Degree in Video Game Design and Development   *Sept 2021 – July 2025*

INS Joan Oró   Martorell, Spain
Scientific and Technological Baccalaureate   *Sept 2019 – June 2021*