Guillermo Arnau Tamarit

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📍 **Home:** Valencia (Spain)

ABOUT ME

I am deeply passionate about tackling the intricate software challenges inherent in video game development, where programming becomes a canvas for creativity. My ultimate goal is to contribute both technically and creatively to the creation of captivating video games, allowing me to feel fully immersed in the projects I undertake.

Driven by a desire for continuous growth, I am enthusiastic about learning from the talented individuals I collaborate with. I value the enriching experiences that come from working alongside diverse teams.

Presently, I am working on my own indie game and contributing to the development of *GPixel*, a successfully launched game with a growing player base. These experiences have strengthened my ability to tackle complex tasks independently and have enriched my development skills, allowing me to continuously grow in this ever-evolving industry.

WORK EXPERIENCE

Gameplay and Tools Programmer

Jesterday Studio [08/04/2024 – Current]

In my role at [GPixel](#), I am responsible for a range of development tasks, some of my key contributions include:

- Gameplay Programming – designing core gameplay mechanics, including AI systems.
- Tools Development – creating custom tools to streamline content creation and asset integration.
- Version Control Management – overseeing source control to ensure project stability and collaboration.
- Unit Testing – implementing unit tests to enhance code quality and minimize bugs.

Technical and Professional Education Instructor

IES Camp de Morvedre [17/06/2024 – Current]

Specialist Professor in Videogames

IES Abastos [01/09/2022 – 30/07/2023]

Throughout the academic year 2022-2023 I have had the opportunity to teach the Specialisation course in Videogame Development and Virtual Reality at IES Abastos as a specialist teacher.

The subjects in which I have taught are:

- Programming and Video Game Engines
- Network Programming and Artificial Intelligence
- Virtual Reality and Augmented Reality

Teaching during a course has allowed me to learn in the more technical area but also to develop skills in teaching and communication.

Software Development

Venture Labs [15/07/2021 – 28/02/2023]

Throughout my time at [Venture Labs](#) I expanded my more technical knowledge related to programming and software design.

Some of the tasks I performed include:

- Project design
- Backend programming
- SQL database management
- Server maintenance

PROJECTS

Personal projects Welcome to my creative playground! Here's a glimpse of my passion projects:

- [The Visitor Effect](): Self published puzzle - adventure videogame.
- [Clique Engine](): 2D Game Engine, discovering how a game engine works.
- [Unity Tools](): Tools for game developement used in "The Visitor Effect".

EDUCATION AND TRAINING

Design and Development of Videogames
Universitat Jaume I [2018 – 2021]

The degree in video games allows me to have a broad vision of everything involved in the creation and distribution of a game. It also gives me general knowledge about different areas that are not my speciality.

LANGUAGE SKILLS

Mother tongue(s): Spanish | Catalan
Other language(s): English

HONOURS AND AWARDS

INCREA
5UCV GENNERA Winner of the 5UCV GENNERA contest of INCREA (Innovation, Creativity and Learning).
- 22/11/2021 (UJI)
- 06/04/2023 (Intrauniversity)