Guillermo Arnau Tamarit

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in LinkedIn: https://www.linkedin.com/in/guilleatm/

• Home: Valencia (Spain)

ABOUT ME

I am passionate about the software challenges that video games often offer when programming, my goal is to develop video games in which I can contribute technically and creatively to feel involved in the project.

I also would like to learn from the people I work with.

Currently, I am developing an indie game with a small team.

WORK EXPERIENCE

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.

Institute website: https://portal.edu.gva.es/iesabastos/es/centre/

Software Development

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

Throughout my time at the company 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

Company website: https://venturelabs.es/

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.

University website: https://www.uji.es/

LANGUAGE SKILLS

Mother tongue(s): **Spanish** | **Catalan**

Other language(s): **English**

PROJECTS

Personal projects

- Design and implementation of puzzle / adventure style videogame. Android and PC.
- Development of different mobile applications for Android.
- Al project using genetic algorithms.

HONOURS AND AWARDS

5UCV GENNERA

INCREA

Winner of the 5UCV GENNERA contest of INCREA (Innovation, Creativity and Learning).

- 22/11/2021 (UJI)
- 06/04/2023 (Intrauniversity)