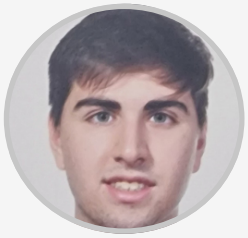
europass



Javier Comas De Frutos

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Address: Madrid, Spain (Home)

EDUCATION AND TRAINING

10/09/2018 – 21/06/2020 Madrid, Spain

BACCALAUREATE Colegio Marianista Hermanos Amorós

Address C. de Joaquín Turina, 37, 28044, Madrid, Spain | **Website** http://www.colegioamoros.org/

28/09/2020 – CURRENT Madrid, Spain

VIDEO GAME DEVELOPMENT AND DESIGN Universidad Complutense De Madrid

Address Av. Séneca, 2, 28040, Madrid, Spain | **Website** https://www.ucm.es/

01/09/2023 – 21/12/2023 Waterford, Ireland

ERASMUS - VIDEO GAME DEVELOPMENT AND DESIGN South East Technological University

Website https://www.setu.ie/

Madrid, Spain

EXPERIENCE AS A BETATESTER ON EVIL DEAD: THE GAME Saber Interactive Spain S.L

- Tested gameplay mechanics, identified bugs, and reported issues to the development team.
- Contributed to improving game balance and user experience by providing detailed feedback on game performance.
- Collaborated with the QA team to ensure the game met quality standards before release.

Website https://saber.games/

01/07/2023 – 31/08/2023 Madrid, Spain

INTERNSHIP AT VIEWNEXT, S.A. Viewnext, S.A

- Developed and tested software components using C# and Shaders Scripts.
- Collaborated to implement game logic and interactive features in client projects.
- Utilized Git for version control and participated in code reviews to ensure high-quality code delivery.
- Improved knowledge of debugging and performance optimisation in Unity game engine.

Website https://www.viewnext.com/

LANGUAGE SKILLS

Mother tongue(s): **SPANISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Design

Level Design | Game Design

Engines

UNITY 5 | Unreal Engine | Defold

Programming

C++ | C# | Lua | JavaScript | Python | CSS | HTML

Creative

Blender3D | Adobre Premiere Pro | Advanced level Photoshop | Ableton live | Adobe Audition

Other

Git | NodeJS, ExpressJS, ReactJS | Jupyter Labs | SDL | Open GL

PROJECTS

Office Smash

Winner of the Jam Madrid in Game y 42
It is a local multiplayer game for up to 4 players. Players are divided into two teams who must each work to win a volleyball match in the office.

- **Technologies Used:** C#, Unity, Unity Networking, Git.
- **Responsibilities:** Implemented game mechanics, including team-based physics and ball interaction. Integrated Unity Networking to ensure smooth multiplayer experiences. Managed the UI design for player interaction and score tracking.

LINK

Foolish Fish

Winner of the Foddiam Jam Foddiam Jam [Speed Jam]
This is a game of vertical platforms, in which the player must think how to move with the inertia of the movement to reach them. The main objective is to pass the level in the shortest time possible. Players have the opportunity to compete for a place in the world ranking, encouraging the search for record times.

- **Technologies Used:** C#, Unity, Git.
- **Responsibilities:** Programmed the core gameplay mechanics, focusing on momentum-based platforming. Designed level with increasing difficulty and integrated a global leaderboard to encourage competitive play. Ensured game optimization across different platforms and managed version control using Git.

LINK

CHAOS THEORY

Winner of the Jam ComJamOn 2024
Chaos Theory is a paper please type game in which the user follows a set of rules / "red lines" and has to pass or fail students by following the set of rules.

- **Technologies Used:** C#, Unity, Git.
- **Responsibilities:** Implemented a rule-based system and dynamic feedback loops to challenge the player's logic and decision-making skills. Managed the full development cycle, from concept to final testing.

LINK

Phonk Drifter

An action game in which the player drives a spaceship dodging obstacles while collecting upgrades and missiles to take on the dreaded "Judge". With vibrant graphics and fast-paced gameplay, the challenge lies in the player's lies in the player's ability to deftly maneuver the ship.

- **Technologies Used:** C#, Unity, Blender for 3D modeling, Git.
- **Responsibilities:** Created a challenging obstacle course with procedurally generated elements. Optimized game performance to ensure a fluid gameplay experience and integrated 3D assets created in Blender.

LINK

Monkey Delivery

Monkey Delivery is a game in which the player controls a little monkey named Monky who delivers packages to the residents of Todesfall, the town he has moved to for work. His main objective is to keep his sleep under control, sleeping when necessary, while simultaneously carrying out tasks and avoiding enemies that scare Monky.

- **Technologies Used:** C++, SDL, Git.
- **Responsibilities:** Developed a 2D delivery game centered on managing time and resources. Programmed AI for enemies and NPCs, as well as a fatigue system for the player character. Created a responsive and intuitive user interface, enhancing player engagement and interaction.

LINK

Herramienta de creacion de mundos procedurales Unity

This is a tool that makes it possible to generate procedural worlds with a pixelated aesthetic in the style of Minecraft. With it, you can design your own world, adjust it according to your preferences and add the objects you want to your personalised environment.

- **Technologies Used:** C#, Unity, Git.
- **Responsibilities:** Designed and implemented a tool in Unity for creating procedural voxel-based worlds. Focused on developing algorithms for terrain generation (Perlin Noise) and object placement, allowing users to customize their environments. Managed the project using Git for version control and conducted iterative testing to refine the tool's features.

LINK

MELVIN COSMIC ESCAPE

It is a puzzle game in which the player will play with Melvin, the main character who is a small alien. The player will have to solve puzzles so that he can escape from the laboratory in which he has been imprisoned and return to his intergalactic world.

- **Technologies Used:** C#, Unity, Git.
- **Responsibilities:** Programmed and designed various puzzle mechanics requiring logic and strategy to solve. Led the testing phase, gathering user feedback to adjust difficulty levels.

LINK