



# Joan Marquès

**VIDEOGAME DEVELOPER**  
**PROGRAMMER**

## CONTACT

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+34 667 532 959



joanmarquesbesses@gmail.com



[Portfolio](#)



[LinkedIn](#)



[GitHub](#)

## SKILLS

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- Unity / Unreal / Godot
- C / C++ / C# / Java / JS
- OpenGL
- GitHub
- Editor and engine programming
- Team Work

## STUDIES

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- **Bachelor's Degree in Video Game Design and Development**  
UPC – CITM (Barcelona, Spain)  
2022 – Present (last year)
- **Advanced Vocational Training in Software and Game Development**  
Escola Pia (Granollers)  
2020 – 2022

## ABOUT ME

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I'm a passionate game developer currently starting my last year of the Bachelor's Degree in Video Game Design and Development at UPC - CITM in Barcelona. Over the years, I've increasingly specialized in programming — focusing on engine systems, editor tools, and gameplay mechanics.

I'm confident working with technologies like C, C++, C#, OpenGL, GLSL, Java, and JavaScript. I have experience developing projects in Unity, Unreal Engine, and Godot. Additionally, I have participated in the creation of a custom engine and editor (Hawk Engine), and I'm currently developing my own 2D engine from scratch.

## WORK EXPERIENCE

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- **INTERFACE DESIGN TEACHER (VOCATIONAL TRAINING)**  
Escola Pia (Granollers)  
2024 – Present  
Teaching interface design and application distribution for vocational students (DAM + Video Games).  
Focused on UI/UX in video games using tools like Unity, ImGui and OpenGL.
- **PRIVATE TUTOR – JAVASCRIPT (P5.JS)**  
Granollers  
2024 - 2025  
Delivered personalized lessons on JavaScript fundamentals and creative coding using p5.js. Supported a university student in understanding programming concepts and applying them to audiovisual projects.
- **GAME QA TESTER – INTERNSHIP**  
ScareCrow Studio (Sabadell)  
2021-2022  
Tested a point-and-click adventure game. Reported bugs of various types including visual glitches, game-breaking problems, dialogue inconsistencies using Trello for task management and communication with the development team.