

Josep Pi

GAME DEVELOPER

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Dedicated Unity developer with a focus on gameplay programming and a strong interest in creating meaningful player experiences. Comfortable working with C# and Unity's core systems, with experience building and refining mechanics through iteration and feedback. Currently developing a game with the long-term goal of establishing a small, collaborative studio. Always eager to learn, improve, and contribute to projects that value thoughtful design and teamwork.

EXPERIENCE

Gameplay Programmer 2023-2024

Sngular

- **Top-down Strategy Game**
 - Random Level Generator
 - Responsive UI/UX
 - Unit Visualizer
 - Tutorial
 - Battle Pass
- **Rythm Game**
 - Dynamic Difficulty
 - UI
 - Game Design
 - CMS

Junior Gameplay Programmer 2022-2023

Sngular

- **Museum Applications**
 - CMS integration
 - UI/UX Common elements implementation
 - Unity Content Integration through Json
 - Different sensors and peripheral device integrations
 - AR/VR

Quality Assurance 2020-2022

Filmin

- Cypress for automation
- Excel for QA Checklists
- Autohotkey for macros
- PostgreSQL for reports

Piano Teacher 2017-2020

Lalal'Art

- Taught piano from beginner to intermediate level
- Composed various 4 hand arrangements for lectures
- Increased students motivation by learning their interests

EDUCATION

Degree in Videogame Programming and Development 2016-2020

CITM-UPC

You can find the syllabus [here](#).

- C/C++ 3D Engine
- OpenGL
- Unity
- UI/UX
- Project Management

SKILLS & COMPETENCIES

Languages

- English - Fluent
- Spanish - Native
- Catalan - Native

Software

- Unity3D
- SourceTree/Github
- Git
- Google Sheets
- Autohotkey
- Visual Studio Code
- App Script

Competencies

- C#
- C/C++
- Json/XML

Hobbies & Achievements

- Piano
- Fitness
- Cooking
- Chess
- Game Jam