

Lluís Torres Procas



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www.lluistp.com

SUMMARY

Motivated videogame student seeking to develop experience working with multitask teams to improve my skills and get new ones. Studying a videogame centered degree allowed me to know all kind of different profiles who are involved on the industry nowadays and to get skills on every aspect using different tools, from Autodesk programs to videogame engines like Unity or just working with raw C++ code, Highly organized, self-motivated, with strong attention to detail and high adaptability when working in a team.

SKILLS

- Object-oriented programming
- Code and quality standards
- 2D and 3D design
- Programming languages: C++, C#, Java, Python
- Unity, Unreal Engine 4 and Android
- Art and design working with Autodesk (3DMax, Maya), Inkscape, SketchUp
- Languages: Catalan (native), Spanish (native), English (professional)

ACADEMIC FORMATION

09.2022 Bachelor in Video Game Development and Design *Universitat de Girona* (Girona, Spain)

06.2008 High School *Escola Industrial* (Sabadell, Spain)

PROFESSIONAL EXPERIENCE

GAME DEVELOPER *UdG, IMAE* - From 05.2018 to 08.2018 and from 06.2022 to 09.2022 (Girona, Spain)

Designed, programmed and implemented a 2D Serious Game teaching biochemistry for college and high school students. As a solo project, had to manage the available time to create all the assets and coding necessary for a fairly finished demo before the deadline.

GAME PROGRAMMER INTERSHIP *UdG, ICRA* - From 07.2019 to 10.2019 (Girona, Spain)

Programmed and implemented mechanics in Unity for a 2D videogame teaching the urban water cycle for students around 12 years old. Also created the art assets for a full level and the main menu. Worked in a team, always following deadlines, respecting the work guidelines and helping my teammates when necessary.

RECEPTIONIST *Alianzas y Subcontratas / Diswork* - From 05.2015 to 10.2022 (Barcelona, Spain)

Worked whenever my company required my services, from factories or office buildings to hotels or students residence, adapting myself to each place and attending the different demands that each service required.

CLERK IN A HOBBIES STORE *Casa Palau* - From 11.2007 to 02.2014 (Barcelona, Spain)

Being a traditional store known to many people, worked with my colleagues to keep the customers happy but optimizing the time and keeping the stress level in a manageable rate.