INFORMATION

Born
13/08/1999

Adress
08009, Barcelona (Spain)

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E-mail
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Website
sherzock.github.io

Languages
Spanish: Native
Catalan: Native
English: Professional
French: Beginner

SOCIALS

Linkedin
https://www.linkedin.com/in/jgalofre

Github
https://github.com/sherzock

SKILLS

- C / C++ / C#
- LUA
- OPENGL
- UNITY
- UNREAL ENGINE
- QA
- GIT / GITHUB
- SQL
- TRELLO / HACK N PLAN
- GAME DESIGN
- SCRUM / AGILE
- VISUAL STUDIO

JACOBO GALOFRE CALBETÓ

Game Designer & Developer

EDUCATION

2005 - 2017
High School Graduation
Jesuïtes de Casp

2017 - 2022
B.D. in Video Game Design and Development
Universitat Politècnica de Catalunya

2017 - 2017
Intensive summer course in Game Design
Centre de Comunicació Imatge i So (CEV)

PROJECTS

The Witcher: Ties of Destiny
URL: https://tiesofdestiny.com
Hack and Slash Beat'em up game for PC based on the Witcher TV show and game saga. The game was developed on a custom game engine.
Roles: Engine Programmer, QA Tester, Audio Designer

Broken Engine
URL: https://tiesofdestiny.com
Open-Source 3D Game Engine built from the ground with C++ and OpenGL. Engine used to develop The Witcher: Ties of Destiny game.
Roles: Engine Programmer, Audio Systems Programmer

Resonance Engine
URL: https://github.com/ofaura/Resonance-Engine
3D Game Engine built form scratch in C++ using OpenGL, SDL, Dear Imgui.
Roles: Engine Programmer

Fantasy Brawl
URL: https://checkthedog.github.io/Fantasy-Brawl/
Battle Royale game based on the game boy Advanced version of Final Fantasy Tactics. Developed with a custom 2d game engine made in C++ using SDL2.
Roles: Game Programmer, Game Designer and QA Tester

Andro Dunos Remake
URL: https://ofaura.github.io/Andro_Dunos/
Remake of the classic scrolling shooter originally made for Neo Geo AES, Neo Geo CD and Dreamcast. Developed in C++ using SDL2.
Roles: Game Designer, Game Programmer and QA Tester

PROFESSIONAL EXPERIENCE

Onsite Event Support
ITN – AVENTRI - STOVA
2019 / 2021 / 2022 / 2023
Worked controlling, troubleshooting and testing registration, session access and lead retrieval systems for several events such as YoMo Barcelona, Global Riot Conference Barcelona, AWS re:invent Las Vegas, European Microwave Week Berlin, etc.

Intensive Summer Course Teacher
CODELEARN
2018
Teacher on a summer course where we taught children basic electrical circuit concepts such as logic gates through the game of Minecraft.