INFORMATION

Born
13/08/1999

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SOCIALS

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

Github
https://github.com/sherzock

SKILLS

- C / C++ / C#
- OPENGL
- UNITY
- GAME AI
- GAME DESIGN
- UI DESIGN
- LEVEL DESIGN
- SCRUM
- PHOTOSHOP
- VISUAL STUDIO
- PYTHON

JACOBO
GALOFRE CALBETÓ

Programmer & Game Designer

ABOUT ME

I'm a college student currently on my 4th year of the Video game Design and Development Bachelor's Degree at the Universitat Politècnica de Catalunya. Through out these four years I've been able to improve my Skills on gameplay programming and engine programming throughout several projects I've worked on in Uni. I have also learned a lot about team working and I'm really familiar with Scrum and Agile Methodologies.

EDUCATION

2012 - 2013
3rd Form (English School)
Aiglon College

2005 - 2012 / 2013 - 2017
High School Graduation
Jesuïtes de Casp

2017 - 2021
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)

EXPIRIENCE

Assistant at ITN for the YOMO Exhibition
Worked as an assistant, taking care of the printers and registering the visitors and printing tickets for them.

Summer course teacher at CodeLearn
Worked as a teacher on a summer course where we taught kids how logic gates and other electronic fundamentals worked through the redstone system integrated in the Minecraft video game.

Summer leisure monitor at Casal dels Infants
Worked as a volunteer during the summer doing activities and games and taking care of children.