



**Júlia Serra Trujillo**

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[Portfolio](#) | [LinkedIn](#) | [Github](#) | [Itchio](#)

## **C++ / C# / PYTHON PROGRAMMER**

### **EDUCATION**

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#### **Master's Degree on Sound and Music Computing**

Universitat Pompeu Fabra (UPF)

2025 – Now

#### **Bachelor Degree on Video Game Design and Development (taught in English)**

Centre de la Imatge i la Tecnologia Multimèdia (CITM)

Universitat Politècnica de Catalunya (UPC)

2021 – 2025 (Average grade: 8.05)

#### **Batxillerat Tecnològic**

Institut de Premià de Mar

2019 – 2021 (Average grade: 8.2)

### **EXPERIENCE**

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#### **Audio Design Mentee**

Ubisoft. Düsseldorf, Germany (November 2025 - Now)

Audio Design Mentee in the Develop at Ubisoft Audio Design 2025-2026 Mentorship Program

#### **Real-Time Systems Engineer**

Intelligent Data Science and Artificial Intelligence (IDEAI) - Universitat Politècnica de Catalunya (UPC). Barcelona, Spain (November 2025 - Now)

Working in the design of dataset integration pipelines inside the Universitat Politècnica de Catalunya's data space UPCxels, as well as the creation and integration of ontologies and contacting with different companies to help them format their data, create systems to integrate different datasets to the data space and solving issues and questions during the process.

#### **Programmer and QA**

Spain (August 2025 - Now)

Working in the programming, QA and development tasks for the game to be released "Song of the Peacock".

**Unity Developer Intern**

DigitalTwin Technology GmbH. Barcelona, Spain (September 2024 - August 2025)

Enhanced an established Unity project by improving UI/UX, optimizing performance with C# and WebGL, and developing automation tools to create installers

**Programming Teacher**

Codelearn. Mataró, Spain (July 2024 - September 2024)

Unity (2D and 3D) teacher for summer camps

Python, HTML, Javascript, CSS, C++, Linux teacher

**Code Lead**

Shadow Wizard Games. Barcelona, Spain (February 2024 - June 2024)

Worked in the development of the indie video game "Alien: Nemesis" as Code Lead and Audio Programmer while developing our own engine "TheOneEngine" and the game itself. Led a team in successfully delivering a complex project on time and within allocated resources, fostering effective cross-department communication and using Agile methodologies.

**Programming Teacher**

Codelearn. Mataró, Spain (June 2023 - January 2024)

Unity (2D) and Blender teacher for summer camps.

Python, HTML, Javascript, CSS, C++, Linux teacher

**Digital Edition assistant**

Editorial Casals. Barcelona, Spain (June 2022 - September 2022)

Digitalizing activities for school books and editing video interactives

**Digital Edition assistant**

Editorial Casals. Barcelona, Spain (July 2021 - September 2021)

Digitalizing activities for school books

**VOLUNTEER EXPERIENCE**

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**Project Designer**

HackUPC. Barcelona, Spain (October 2025 - Now)

Project Designer at the Designer Team in HackUPC. Worked in the design of the HackUPC website, main theme and promotional materials.

**Staff Volunteer**

BCN Game Fest. Barcelona, Spain (October 2025)

Assisted staff at BCN Game Fest 2025, supporting companies like Devolver and Larian Studios. Helped attendees with directions, answered questions, and contributed to post-event tasks to ensure a smooth experience.

## HONORS & AWARDS

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### **Bachelor Final Project Honors Extraordinary Award**

Issued by Centre de la Imatge i la Tecnologia Multimèdia (CITM)

Universitat Politècnica de Catalunya (UPC) (Announced on December 2025, will be awarded on July 2026)

Award given to my Bachelor Final Project "Ray casting Audio: Dynamic audio techniques in video games" as one of the best final degree projects of the academic year 2024-2025 of the Degree in Videogames' Design and Development.

### **Best Videogame Project in the Pitch Presentations**

Issued by ANIMALCOI (November 2025)

Award given to the game project Song of The Peacock to the team Gentle Gravity Studio during the ANIMALCOI 2025 Pitch Sessions.

### **Premi F5 / DonesTech**

Issued by 8a Gran CITM Game Jam, F5, DonesTech (February 2025)

Award given to the game submission [In the Tracks of Fate](#) to the team Little Bat Studios during the 8ª Gran CITM Game Jam. This award recognized games that included gender perspective, stereotype portrayal, complex identities and social criticism into the storytelling, as well as an accessible design that takes in mind a wide range of players.

## SKILLS

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### **Programming**

- **Programming languages:** C++ (5 years), C# (5 years), C (5 years), Python (4 years), HTML (4 years), JavaScript (4 years), CSS (4 years), XML (3 year), Dart (2 year), SQL (2 years), Intel x86 Assembly (<1 year),
- **Libraries:** SDL2, Box2D, Optick, OpenGL, GLEW
- **Graphics programming:** Bitmap manipulation, Texturing, Parallax
- **Audio Software:** Wwise, FMOD
- **Development tools:** Visual Studio 2019 and Visual Studio 2022, Visual Studio Code

### **Art & Design**

- **3D Modeling tools:** Autodesk 3ds Max, ZBrush, Maya, Blender
- **Design Tools:** Adobe Photoshop, Adobe Illustrator, Piskel, Aseprite, Adobe Substance 3D Painter, Canva

**Game Engines:** Unity, Unreal, Godot

### **Video & Audio editing Tools**

- **Video Editing Tools:** Adobe Premiere, iMovie

- **Audio Tools:** GarageBand, Audacity

**Organizing Tools:** Trello, Scrum, HacknPlan, Notion, Slack, Teams

**Microsoft Office:** Microsoft Word, Microsoft Excel, Microsoft PowerPoint

## LANGUAGES

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- **Catalan:** Native
- **Spanish:** Native
- **English:** Fluent. C1 Advanced
- **French:** Basic

## FEATURED PROJECT

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**Alien: Nemesis (February 2024 - June 2024) (team of 23) (lead of 11)**

**Language:** C++, C#, JSON

**Role:** Code Lead, Audio Engineer, Programmer, Game Tester

Worked as Code Lead, lead of a group of 11 programmers, Audio Engineer and programmer.

Developed by Shadow Wizard Games Studios, a team of 23 students at CITM-UPC, developed on our own C++ game engine: TheOneEngine.

Programmed in C++ regarding everything related to the engine systems, C# for the scripts and JSON to save scenes, components and all the information related to the game itself. The game is also supported by Wwise for the audio for the game.

<https://shadow-wizard-games.github.io/Alien-Nemesis-Website/>