



Júlia Serra Trujillo

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EDUCATION

Video Game Design and Development (taught in English), Image Processing and Multimedia Technology Centre (CITM), Universitat Politècnica de Catalunya (UPC)

2021 – Now (4th year)

Batxillerat, Institut de Premià de Mar

2019 – 2021 (Average grade: 8.2)

LANGUAGES

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

EXPERIENCE

- Internship as Unity Developer. DigitalTwin Technology GmbH
Barcelona, Spain (September 2024 - Now)
Internship as Unity Developer
- 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
- **Videomapping at VI Workshop Empúries. La cultura del vi.**
L'Escala, Spain (May 2023)
Design, 2D animation and videomapping on the Empúries Ruins's model.
- **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

SKILLS

Programming

- **Programming languages:** C++ (4 years), C (3 years), C# (3 years), Python (2 years), HTML (2 years), JavaScript (2 years), CSS (2 years), Dart (2 year), SQL (2 years), Intel x86 Assembly (<1 year), XML (<1 year), Linux (<1 year)
- **Libraries:** SDL2, Box2D, Optick, OpenGL, GLEW

- **Physics/Math Programming:** Collision detection and response, 3D rotation of objects, creation of a physics simulation, camera views, integrating graphical objects into a physical system
- **Graphics programming:** Bitmap manipulation, Texturing, Parallax
- **Audio Software:** Wwise
- **Development tools:** Visual Studio 2019 and Visual Studio 2022, Visual Studio Code

Design

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

Game Engines: Unity

Video and Audio editing Tools

- **Video Editing Tools:** Adobe Premiere, iMovie
- **Audio Tools:** GarageBand, Audacity

Organising Tools: Trello, Scrum, HacknPlan, Notion

Microsoft Office: Microsoft Word, Microsoft Excel, Microsoft PowerPoint

FEATURED PROJECT

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.

Alien: Nemesis is a low-poly, fast-paced shooter with exploration, narrative, and fast-paced combat. 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.

Link of the team's website:

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

WEB PAGES

Portfolio: <https://softdrawss.github.io/>

LinkedIn: <https://www.linkedin.com/in/j%C3%BAlia-serra-trujillo-12514b264/>

Github: <https://github.com/softdrawss>

Itch.io: <https://softdrawss.itch.io/>