



# Tomás Carreras

VIDEO GAME AND APP DEVELOPER

## Details

Sant Cugat del Vallès

Spain

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## Links

Website portfolio

Linkedin

GitHub

## Languages

English



Spanish



Catalan



## Profile

I'm Tomás Carreras, graduated from university with a Bachelor's degree in Video Game Design and Development at CITM-UPC. I work hard and I love what I do. I have a passion for video games and movies, as well as for drafting Magic: the Gathering. I also really enjoy tabletop games but I get really competitive.

What I've enjoyed the most so far has been communicating directly with the design team and doing my best to bring their vision to light. I think it's important to have open and bidirectional communication between departments, since this ensures a more pleasing experience for everyone, and I think I can help with this.

## Employment History

**2023** Steward, Adecco Outsourcing

**2022** Leisure Activities Supervisor, Viaró Global School

**2019** Warehouse manager, Iddink

## Education

**2018-2023** Video game design and development, CITM-UPC

**2002- 2018** Primary to High School, Viaró Global School

## Skills

### Hard Skills

- **Game Development and Game Design**
- **Programming languages and tools:** Visual Studio and Visual Studio Code, Git and GitHub, C, C++, C#, XML, OpenGL, Lua, Python, Java and JavaScript, Dart, Flutter
- **Video game engines:** Unity, Unreal Engine
- **3D Modelling:** 3ds Max, Maya, Zbrush, Blender
- **Adobe Software:** Photoshop, Premiere, Illustrator, XD
- **Agile Methodology and scrum**
- **VR, AR and XR**
- **UX/UI**
- **Data Analysis:** SQL and R
- **Microsoft Office**

### Soft Skills

- Teamwork and communication
- Hard working and patient
- Flexibility and Adaptability
- Open-minded and quick-witted
- Problem solving and critical thinking
- Fast learner and ability to Work Under Pressure
- Multitasking and time management