in/xavieragullo

# Xavier Agulló

## PROFESSIONAL EXPERIENCE



#### Social Point - Barcelona

Senior Game Designer | Sep. '15 - Present

- Worked in multiple released titles: "Dragon City", "World Life", "Tasty Town", "World Chef".
- Won 3 silver medals in 3 different game jams with different teams.

#### Gameloft - Barcelona

Senior Game Designer | Feb. '13 - Aug. '15

- "Despicable Me: Minion Rush": Liveops systems, monetisation, mini-games & level design.
- R&D for different titles. Pitched proposals for: "Ice Age", "Avengers: Age of Ultron" and others.

## **Gameloft - New York City**

Game Designer | Mar. '08 - Jan. '11

- Worked on multiple titles like: "COPS", "Spider-man", "Far Cry 2", "High School Hookups"...
- Successfully helped the studio transition into its first 3D iPhone game ("Star Battalion").

#### Gameloft - Barcelona & Paris

Game Designer | Nov. '06 - Jun. '08 | Jan. '07 - Jul. '07 (Paris HQ)

- Designed and led "KO Legends" a Boxing Game for Java cell phones.
- Worked for 6 months in Paris headquarters on a 3D FPS for Java devices. (Canceled)

#### Villarrosás - Barcelona (currently: &Rosàs)

Junior Art Director | Oct. '05 - Oct. '06

Worked for brands like "Nike", "Honda", "Dewar's", "Damm"...

# EDUCATION



#### Sichuan University - Chengdu

Chinese Language Program | Feb. '11 - Jul. '12

- Achieved "HSK 5" certification in mandarin (Intermediate).
- Awarded by the European Union through the "China Scholarship Council".

### Elisava, School of Design & Engineering

Higher Degree in Design | Oct. '01 - Jul. '05

- Double degree with "University of Southampton" (England) Bachelor of Arts in Design.
- For 3 years, worked part-time in the university's publishing department.
- Took part in different student clubs: "Travelling" (Student Magazine) & "Cinètic" (Film Club)



- Art & Layout: Photoshop, Illustrator, AdobeXD.
- Data handling & Economy: Google Sheets, Basic SQL (+data formats JSON, XML, etc.).
- Programming & Game Engines: C# (Unity), Python (Godot), Lua (Pico 8).
- Others: Dabbled in 3ds Max, Cinema 4D, Blender, After Effects, InDesign, etc.

#### LANGUAGES



- Catalan & Spanish: Mother Tongue.
- English: Fluent.
- Chinese: Intermediate, HSK5 (mostly forgotten)
- Japanese: Upper beginner, N4.