LLUÍS MOREU FARRAN

PRODUCER

CONTACT ME

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ABOUT ME

After a year in Tequila Works (TW) as a **Junior Producer**; I have put into practice the theory I learnt previously in my master's and college degrees. By helping the team unblock tasks, organising and tracking processes, all this while adapting the scope **diligently with effective communication**. For me, having an **unbreakable spirit** while knowing people and new practices is key to develop impactful video games.
I love participating in **game jams** with **Unity** and **Unreal.**

Favourite video games: Borderlands, Dishonored, It Takes Two and the We Were Here series.

WORK EXPERIENCE

TEQUILA WORKS (SEPT 2023 – PRESENT)
• 14 months as **Junior Producer**. 1 year on a Multiplayer roguelike and 2 months on a Narrative semi-open world game. On both projects, I planned on Excel and Jira, settled milestone goals and prepared its deliveries. Unblocking teams' tasks and supporting the team by taking meeting notes.

UNNANNOUNCED NARRATIVE OPEN WORLD
• **Producer** – 120 developer team – Production phase
Responsible for **Animation** department and **Narration** scrum team (18 developers). Closing Animation and Cinematic **Pipelines.**

UNNANNOUNCED MULTIPLAYER ROGUELIKE
• **Producer** – 40 developer team – PreProduction phase
Responsible independently for 1 of the 2 scrum teams, focused on **gameplay**. Also setting up the scrum teams while adapting the team to **Scrum**.

PLAYSTATION TALENTS (APR '23 – JUL '23)
• 3 months internship assisting on **production**, marketing and communication tasks. Also QA testing for PSTalents games.
• Used **Excel**, Word, bug reporting, creativity.

ENDESA (DEC '21 – DEC '22)
• 12 months scholarship programming **Excel Macros**.
• Used Excel, SAP, adaptability, **problem solving**.

ESPRONCEDA-INSTITUTE OF ART & CULTURE (APR '21 – SEP '21)
• 6 months internship **managing** international artists.
• Used Team Management, **Budget reporting**, Market research, communication, listening.

RECOMMENDATION LETTERS

PROJECTS

LUNARPUNK
• **Producer** for 38 people developing a Tower Attack Coordinating production and programming teams, team planning, managing HacknPlan & QA Lead.

THE WITCHER: A BARD'S TALE
• **Producer** for 40 people developing a HackNSlash Defining scrum teams, coordinating between scrum masters and team leads and preparing deliveries.

EDUCATION

2022 – 2023
VIDEOGAME MARKETING, COMMUNICATION & PRODUCTION MASTER
Voxel School – UCM (Madrid, Spain)

2022
PRODUCTIVITY & PERSONAL DEVELOPMENT MASTER
Universidad Camilo José Cela – (Madrid, Spain)

2017 – 2021
VIDEOGAME DESIGN & DEVELOPMENT DEGREE
CITM – UPC (Terrassa, Spain)

COMPETENCES

- **Project Management**: Team management, planning, Jira, Scrum (Google Certificate 2023), pipeline creation, Confluence, HackNPlan, ClickUp.
- **Microsoft Office** & Windows Specialist (2015)
- **Soft skills**: adapt, listen, diligent, problem solving, prioritize, multitask, efficient communicator.
- **Languages**: English (B2 2016), Spanish & Catalan (native), German (A2 currently studying).
- **QA**: bug reporting, workflow & template setup.
- **Coding**: C#, C++, Unity, Unreal, Git.