

# LLUÍS MOREU FARRAN

PRODUCER

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## ABOUT ME

With 3 years in game production and after nearly two years in Tequila Works (TW) as a **Producer**; I have put into practice the theory I learnt previously in my master's and college degrees in game development. 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

### CENTER FOR AUTISM (MAR '25 - PRESENT)

- 6 months temporary as **project manager and Unity dev**. Designing and programming an educational game, creating a roadmap and a product backlog.
- Used **Excel**, Word, Unity, gamification design.

### TEQUILA WORKS (SEPT '23 - MAR '25)

- 19 months as **Junior Producer**. 1 year on a Multiplayer roguelike and 7 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.

### TAM - NARRATIVE OPEN WORLD

- **Producer** - 120 developer team - Production phase  
Responsible for **Animation** department and **Narration** scrum team (18 developers). Closing Animation and Cinematic **Pipelines**.

### DUNGEON TOUR - 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.

## 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**: active listening, diligence, problem solving, prioritising, multitasking.
- **Languages**: English (advanced), Spanish & Catalan (native), German (basic).
- **QA**: bug reporting, workflow & bug template setup.
- **Coding**: C#, C++, Unity, Unreal (Toom Looman C++ Unreal Course 2025), Git.



## RECOMMENDATION LETTERS