LLUIS MOREU FARRAN

GAME DEVELOPER



ABOUT ME

College student from Lleida, the second of four siblings.

I love to organize teams, working with other people and design impactful videogames.

I expect to exploit my skills as a trained developer.

High availability besides university schedule. Teleworking available.

Favourite videogames: CSGO, LoL, Borderlands

PROJECTS & GAMEJAMS

FEATURED PROJECTS

THE WITCHER: A BARD'S TALE

- Producer for 40 people
- Used Excel, Scrum methodology, Team Management

WEEP ENGINE

- OPENGL 3D Engine from scratch
- Used Team Management, C++

GAMEJAMS

UNITY CODE

- GMTK 2020
- MINIJAM 52, 58
- CITM GAME JAM 2°, 3°
- GDSC 1º

EDUCATION

2017 - 2020

VIDEOGAME DESIGN & DEVELOPMENT DEGREE CITM - UPC (Terrassa, Catalunya)

2015 - 2017

INTERNATIONAL BACCALAUREATE (IB)
SPANISH BACCALAUREATE (LOMCE)
INS Josep Lladonosa (Lleida, Catalunya)

COMPETENCES

- Project Management: Task management, scheduling, Scrum.
- Programming: C#, C++, C, Flutter, SQL, Python.
- Web: HTML, CSS, Javascript, WordPress, Boostrap, SEO.
- Microsoft Office & Windows Specialist (2015)
- Languages: English (B2 2016), Spanish (father tongue) & Catalan (mother tongue)
- Driving license

SOCIALS

OTHER INTERESTS



EDM MUSIC



SCI-FI FILMS



RIDE MOTORBIKE W/ DAD



PENCIL DRAWING

LINKEDIN

www.linkedin.com/in/lluís-moreu-farran



GITHUB

https://github.com/youisll

