Lluís Torres Procas

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Junior Software Developer

Adaptable and quick-learning software designer with a solid educational background and strong foundation in programming languages and software design concepts. Seeking a junior position to grow professionally while delivering high-quality software solutions.

EDUCATION

Bachelor's degree in Design and Development of Video Games   September 2022

Universitat de Girona   Girona, Spain

TECHNICAL SKILLS

- C++, C#, Java, Python
- HTML, CSS
- Git, GitHub
- MySQL

- Unity, Unreal Engine 4 and Android
- 2D & 3D design with Autodesk (3DMax, Maya), Inkscape, SketchUp
- Languages: Spanish (native), English (professional), Catalan (native)

PROFESSIONAL EXPERIENCE

Game Developer

UdG, IMAE   05.2018 to 08.2018 and 06.2022 to 09.2022 (Girona. Spain)

- Designed, programmed and implemented a 2D Serious Game in Unity teaching biochemistry for college and high school students.
- Updated every step of the project with my client and ensured their needs were covered.
- Managed the available time for the project to ensure it was done before the deadlines.
- Created all the assets and coding necessary for a fairly finished demo.

Game Programmer Internship

UdG, ICRA   07.2019 to 10.2019 (Girona. Spain)

- Programmed and implemented mechanics in Unity for a 2D videogame teaching the urban water cycle for students around 12 years old.
- Created the art assets for a full level and the main menu.
- Worked in a team, respecting the work guidelines and helping my teammates when necessary.
- Managed the available time and deadlines of every task ensuring that everything was done before the deadlines.

PROJECTS

Enigma Machine simulator:

- Programmed a simulator of the cipher machine Enigma with all the functionalities and possible configurations using C++ and window's terminal.
- Used this project to refresh my skills with OPP and out of curiosity to know how the Enigma machine worked.
- Link: https://github.com/lluistp/ENIGMA_I

Project Asteroids

- Created during college and in a team of three a 3D low poly adventure game using Unity.
- Deactivated Unity's gravity and created my own to simulate low gravity conditions while walking on an asteroid.
- While creating the world of the game, added a skeleton to the low poly asteroids but totally smooth to act as a gravity center and allow the player to move around the whole surface of the object.
- Created a labyrinth building with its on gravity and no references from the outside for the player to disorient them and increase the difficulty.
- Link: https://lluistp.itch.io/project-asteroids

Personal Portfolio Website

- Utilized a pre-designed template to create a responsive personal portfolio.
- Customized layouts and styles to align with personal branding.
- Link: https://www.lluistp.com/

PREVIOUS EXPERIENCE

Front Desk

Alianzas y Subcontratas / Diswork   05.2015 to 10.2022 (Barcelona/Girona, Spain)

- Worked with various clientele such as students and vacationers in a fast-paced environment.
- Excellent communication and problem solving skills to meet the need of demanding residents in a professional, patient and positive manner.
- Assisted student clients navigate through their first time living away from home with patience and positive customer service.
- Welcomed and checked in workers, visitors and guests optimizing their wait times.
- Worked as a liaison between the maintenance team and the office's managers ensuring the communications between teams.

Clerk in a hobbies store

Casa Palau   11.2007 to 02.2014 (Barcelona, Spain)

- Gained valuable customer service experience as a clerk, successfully assisting customers with product inquiries and purchases.
- Maintained up-to-date knowledge of store policies regarding payments, returns, and exchanges.
- Worked as a team member performing cashier duties, product assistance, and cleaning.