

✉ sobrepera.pol@gmail.com

☎ (+34) 630 660 684

📍 Sabadell, Catalunya

🎮 PolI6ako

🎮 PolS0bre

🌐 pols0bre.github.io

Education

- IES Sant Quirze del Vallès
High School - Technology Branch
Completed in 2021
- Escola Pia Granollers
Multimedia Application Design
Completed in 2023
- Universitat Oberta de Catalunya (UOC)
Software Engineering
Started in 2023

Languages

- English
First Certificate (B2)
- Spanish
Nivel C1 - Bachillerato
- Catalan
Nivell C - Bachillerato

Projects

Explorer | Oct. 2022
First Person Educative Game (Unity)

Hero Battle Cards | Apr. 2023
Local Multiplayer Card Game (UE4)

Super Bomberman | Apr. 2023
Remake with own Game Engine
made with C++ and SDL 2.0

Peaches | Apr. 2023
Programmed videoclip with C++ and OpenGL

Powtures House | Sep. 2023
A Indie Monster Collecting RPG with minigames (Unity)

Pol Sobrepera Casol

Game Developer & Designer

Profile

I am a Developer and Designer with experience in game engines like Unity and Unreal, and programming skills with C++ and C#. I analyze and try to upgrade.

Work Experience

VIOD Games | Unity Developer and Game Designer
Mar. 2022 - Jun. 2022

Intern job as a Developer and Designer for two Serious Games. As a Designer I made de Gameplay Design and UI/UX Design, and as a Developer I programmed the Procedural Generation of the Level and some other Gameplay mechanics.

Scarecrow Studio | QA Tester

Oct. 2022 - Dec. 2022

Intern job as a Tester for the game "3 Minutes to Midnight", where I had to find bugs and help fixing them. Also analyzed the Gameplay and Mechanics and find better ways to fulfill and upgrade the users experience.

Escola Pia Granollers | Stand at Indie Dev Day

Sept. 2023

I developed a project called "Powtures House" which I could present at the Indie Dev Day thanks to Escola Pia Granollers.

I develop it as a Solo Developer, all the programming, 3D Models, 2D UI Elements and Sound was made by me.

Soft Skills

- Teamwork
- Patient
- Leadership
- Problem-solving
- Creativity
- Motivation
- Willingness to learn
- Handling pressure

Hard Skills

- C++
- C#
- Unity
- Unreal Engine
- Godot Engine
- Debugging
- Object-oriented Programming
- OpenGL
- SDL 2.0
- QA Testing