

PROFESSIONAL EXPERIENCE

PitchLabs - Technical artist (2026 Feb - 2026 Jun)

Integrated animations and UI for gameplay features.
Created shaders, tools and profiling workflows
to improve visual polish and runtime performance.

Gluck Games - Technical artist (2023 Dec - 2026 Feb)

Development of multiplayer slot games. My tasks
were related to art, animation and feature
integration.

Wildbytes - Unity development (2023 Feb - 2023 Apr)

Development of an AR app for Pull & Bear.
My tasks were related to app architecture and UI
implementation.

EgoGames - Unity development (2022 Feb - 2023 Feb)

Update and maintenance of the company's games.
My tasks were related to the implementation of
new features and SDK integration.

Astroriders - Art & game design (2016 Mar - 2017 Jan)

Development of different mobile projects. We
launched one game to market and worked with
Voodoo on several prototypes. My tasks were
related to game design and art direction.

CaixaBank - Game Consultant (2016 Feb - 2016 May)

Consulted on game design for a CaixaBank game,
based on a winning prototype my team created at
the Imagin Challenge game jam. My tasks were
game design and art direction.

Carrots / Pavlov / VerticeIn - Web & multimedia development (2007 Jun - 2012 Jun)

Developed commercial web and multimedia
projects in Flash for AGBAR, La Caixa, RTVE,
Revlon, Ben & Jerry's, Natural Honey,
Moritz and Abertis. My tasks focused on
programming and animation.

EDUCATION

Degree in Video Game Design & Production

TecnoCampus Mataro
(2013-2018)

HNC in Computer Application Development

Santa Anna Mataro
(2006-2008)

🗨️ I love making video games. I'm
highly visual and detail-oriented,
with a strong sense of aesthetics
and rhythm. I focus on creating
engaging experiences where
actions feel clear and impactful.
Creativity is my best tool.



ACHIEVEMENTS

1st Prize Imagin Challenge Game Jam

CaixaBank (2016)

SKILL SET

UNITY ENGINE • UNREAL ENGINE • FULL-STACK DEVELOPMENT • GAME DESIGN • LEVEL DESIGN •
ENVIRONMENTAL DESIGN • GAMEPLAY DEVELOPMENT • LIGHTING • SHADERS • STORYTELLING • CONCEPT
ART • UX/UI • 3DS MAX • PHOTOSHOP • ILLUSTRATOR • SUBSTANCE PAINTER • SUBSTANCE DESIGNER • QUIXEL