



Josep Lleal Sirvent

Video game programmer and designer

DETAILS:

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Barcelona
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LINKS:

[LinkedIn](#)
[Portfolio](#)
[GitHub](#)

LANGUAGES:

Catalan - Native
Spanish - Native
English - Fluent

Programming Languages:

C - 1 year
C++ - 4 years
C# - 3 years
Lua - 1 year

3D Engines:

Unity
Unreal Engine 4

Softwares:

Visual Studio
SDL2
ImGui
OpenGL
GitHub

ABOUT ME:

I am a graduate student in video game design and development bachelor's degree, where I have used mainly C++ and C# to develop games and my own game engine. I have also used Unity and Unreal Engine 4 for some projects. Gameplay programmer is my passion, but I am opened to everything related with video games.

EDUCATION:

Bachelor Degree in Video Game Design and Development, UPC from Barcelona

September 2017 – June 2022

PROJECTS:

The Witcher: Ties of Destiny

February 2020 – June 2020

A Hack-n-Slash video game made with our own Engine using C++ and OpenGL by all 29 students of my class. It was recognized as one of the most impressive final projects seen in the Bachelor's Degree and Master's Degree. Worked as an Engine Programmer, specially on the Animation System, as a Gameplay Programmer using Lua and as the Gameplay Team Lead.

Do it for the Beast

February 2021 – June 2021

An adventure horror game with Unreal Engine 4 based on a One Page Dungeon map. It was the final project of the level Design subject, made with 2 more students. I was in charge of programming all the puzzles as well as all the prop placing to decorate the level.

Astral Engine

September 2019 – December 2019

Astral Engine was created by 2 students for the video game engines subject. The main goal was to code our own simple game engine with C++ from scratch using various external libraries like OpenGL and ImGui. For the last delivery we implemented a high-level system, skeletal animation.

Command & Conquer: Warzone

February 2019 – June 2019

A 2D video game that mix the classic RTS games with the tower defense genre. It was developed by a group of 7 people, where I mainly worked as the UI programmer and designer.

EXTRA-CURRICULAR:

S-Team (2021) Video game developed during the GranCITM Game Jam that lasted 34 hours, where I worked as a gameplay programmer and level designer. Our game won the prize for the game with the best technology.