



Albert Mas I Compés

Video Game Developer

Updated: May 2022

Email:

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Telephone: +34 681 330 992

Birth Date: 16/09/1998

Residence: Barcelona City

Major Strengths:

- Programming
- Game Design
- Producer

Resources I use Daily:

- Google Tools
- C++, C#, Blueprints
- GitHub
- Unity
- Unreal Engine 4
- Trello

Languages:

- Catalan **native**
- Spanish **native**
- English **high**

Other Interests:

- Reading
- Science
- Star Wars
- Ancient History

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All icons are Links. My webpage contains my Portfolio.

About me:

I'm a Video Game Developer from Barcelona. I have studied a university degree in Video Game Design and Development.

I'm used to working as a team, prioritising a good organisation and communication to push projects forward.

The part of video game development I enjoy the most is coding.

Aptitudes:

- Object-Oriented Programming: C++, C#, Java...
- Other programming languages: Python, C, JavaScript, Scala
- Tools: Visual Studio, Unity, Unreal Engine, PyCharm, IntelliJ, Photoshop, 3ds Max, Maya, Zbrush, Android Studio...
- Markup languages: HTML, JSON, XML, YAML
- Source control: Git
- Code repositories: GitHub, Bitbucket
- Development methodologies: SCRUM (Agile), Waterfall, Kanban...
- Development task management: Jira, Trello, HacknPlan
- Database: SQL (MySQL), Tableau

Remarkable Projects:

-3D Game Engine: Video game 3D engine based on Unity.



-Malita Soul of a Warrior: Fast-paced beat 'em up game.

-Alban Dread by Darkness: Terror game set in an alternate history Scotland.

Education:

CITM-UPC / Bachelor's Degree "Video Game Design and Development"

Sept 2016 – July 2021

Jesuïtes de Casp / Technological GCE "Batxillerat"

Sept 2014 - June 2016 / Including the optional subjects: Industrial Technology, Physics and Chemistry.

Experience:**WinSystems / Junior Programmer C# – Gaming Division**

June 2021 - Present



As a Junior Programmer in the Slots team, my responsibilities have been to take care of the creation of new slot games, helping fix many older games and expanding some of the features in the game engine used for the games.