

Francesc Obrador

Developer

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Summary

Aspiring Web Developer leveraging a strong foundation in interactive software development (Unreal Engine-C++ & Unity-C#). Computer Science Bachelor's degree in Interactive Digital Content. Proficient in Agile methodologies and object-oriented programming (OOP). Highly motivated and actively acquiring web development skills with a focus on **JavaScript**, **TypeScript**, and **Angular**.

Skills

C++ • C# • JavaScript • TypeScript • Angular • Git • Jira • Agile

Work Experience

Gameplay Programmer

Nov 2021 – present

The Breach Studios • Full-time

Remote

Technologies: Unreal engine • C++ • Jira • Confluence • Verse

- Handled the development and improvement of **multiplayer gameplay features and UI in UE5**, using Blueprints and C++.
- **Collaborated closely with different teams**, including design, art, and sound, to ensure our projects progressed smoothly and everyone was on the same page.
- **Identified and resolved code problems** to enhance system performance and resolve challenges.
- Actively participated in **Agile code reviews**, where we checked each other's work and shared good coding practices to improve project success.
- Key contributor to **mobile game** development projects in **Unity**; enhancing game quality, incorporating SDKs, and optimizing workflows.

Education

Bachelor's degree: Game design and development

Sep 2018 – Jul 2022 • 3 yrs 10 mos

ENTI-UB

Barcelona, Spain

- Acquired knowledge in **C++, C#, HTML, CSS, JavaScript, SQL, NoSQL, and Git**, along with notions in Kotlin and Swift with SwiftUI.
- Participated in multiple annual projects **simulating real development scenarios**, honing practical skills and enhancing collaborative abilities.
- Completed a specialization project implementing a game template with MVVM architecture in C#, demonstrating comprehension in **design patterns and software architecture**.

Certifications & Awards

Cambridge English: First - Cambridge Assessment International Education

Jul 2018

JavaScript Moderno: Guía para dominar el lenguaje - DevTalles

May 2024

TypeScript: Tu completa guía y manual de mano - DevTalles

May 2024

Angular: De 0 a experto - DevTalles

May 2024

Languages

Spanish (Native or bilingual proficiency)

English (Professional working proficiency)

Catalan (Native or bilingual proficiency)