



Victor Albert Bat-Llosera Gallego

UNITY GAME DEVELOPER

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About me

When I was a kid, I played and loved video games.

Now I create them

Attitudes

- Proactive
- Cheerful
- Hard-Working
- Charismatic
- Critical thinking

Languages

- Spanish: Native proficiency
- English: Proficient (Fluent) level
- Catalan: Basic proficiency

Hobbies

- Read books
- Play video games
- Travel
- Streaming on Twitch

Others

- Driving licence
- Able to mobilize

How see myself in the future

In the future, I envision myself actively engaged in the industry, constantly pushing my limits to further develop my skills. My ultimate goal is to establish my own company and bring my game concepts to life. By combining my passion for video games with my entrepreneurial spirit, I aspire to create innovative and immersive experiences that resonate with players.

SUMMARY

Experienced Game Developer with 5 years of dedicated industry experience and a strong educational background in Video Game Design and Development. Proud of my past accomplishments and continuously striving for new achievements. Proficient in C# and skilled in working with Adobe Suite. I possess excellent interpersonal skills, enabling me to adapt quickly to any work environment

PROFFESIONAL EXPERIENCE

Lead Unity Developer

Bravía Studio
2022 - 2023 Puertollano (Spain)

Bravía Stuido is a casual company

- Developed entire video game for the annyversary of the first spanish video game

Unity Game Developer 3D

Group Games
2021 - 2022 Remote

Group Games is a collective of individuals dedicated to enhancing their expertise in the industry by creating hyper-casual games.

- Developed mechanics for a unpublished 3D video game for android

Unity Game Developer (Trainee)

Viod Games Studio
2019 - 2020 Barcelona (Spain)

Viod Games is a serius games company

- Developed mechanics on 3D and VR proyects, using C#
- Worked as part of a team of over five individuals, where we collaborated on various projects focused on developing mechanics for people with disabilities.

EDUCATION

Pixel Art Characters Course - 2D Character Design and Animation

- GameDev.tv (2023)

Complete C# Unity Game Developer 2D Online Course

- GameDev.tv (2023)

Complete C# Unity Game Developer 3D Online Course

- GameDev.tv (2022)

Animation 2D/3D, design and developmet of videogames and VFX

- Higher Technical Certificate
- Escola Pia Nostra Senyora
- Barcelona (2018 - 2020)

SKILLS

Unity C# JavaScript

Microsoft Office suit Github

Pack Adobe Game Development

Game Desing LibreSprite

Maya

STRENGTHS

Persevering person

I am a dedicated and determined individual with a strong sense of perseverance. Known for consistently pushing through challenges and obstacles to achieve desired outcomes. I possess unwavering commitment and resilience in the face of adversity

Life-long Learner

Never done learning and always seeking to improve myself. Curious about new possibilities and taking action to explore them.

Eloquent

Articulate and persuasive in verbal and written communication, effectively conveying ideas with clarity, confidence, and impact.

ACHIEVEMENTS

Vankinzer

My first video game that I published

- Used it to learn how to upload a video game to "Play Store", and how to add ads to your mobile games
- Made everything, also the music !

Kawaii nightmares

My Second video game

- "Tribute" to asians bullet hells
- Used it to learn how to program Localization translation

Twitch Channel

One of my favorite hobbies because it has allowed me to meet numerous individuals to whom I have been able to impart a fresh perspective on video games, while constantly striving to encourage and entertain them