

Pau Bartolomé

JUNIOR GAME DESIGNER



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[Pau Bartolomé](#)



Passeig Misericòrdia 55,
Reus, CP: 43205

Driving License B

ABOUT ME

I have just finished studying a bachelor's degree in Design and Production of Videogames and I am eager to enter the industry.

These past four years I have been practicing programming in C#, 2D as well as 3D art and Game and Level Design, which is my main interest.

I consider myself as someone creative who enjoys putting effort into small details, as they can end up making the difference between a good and a great game.

LANGUAGES

English · B2 Certificate · Advanced Level

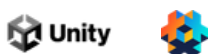
Catalan/Spanish · Native

SOFTWARE / SKILLS

Programming Languages



Game Engines



Other Game Production Tools

Game / Level Design

Production / Management

UI Design

Modeling, Rigging, 3D Animation

Texturing

EDUCATION

- **Bachelor's Degree in Design and Production of Videogames (2019-2023)**
Tecnocampus, Mataró
- **Bachelor of Arts (2018-2019)**
Institut Gabriel Ferrater i Soler, Reus
- **High school diploma (2013-2017)**
Pare Manyanet, Reus

WORK EXPERIENCE

Quality Control Operator - Indústries Preciber, Reus
Summer 2021 · Summer 2022

- I worked in a factory doing second operations on different kinds of pieces. These included using the laser to print their diameter, making holes on them...
- I was also told to do control sessions in order to check the pieces' state and if all their different measures were correct.
- Acquired resilience, patience

PROJECTS

- **Shōnen RPG - Unity**
May 2023 - September 2023
Game Design, Combat Design, Programming
- **Allpack.co - Unity**
April 2022 - June 2022
3D Artist
- **Low Poly FPS Demo - Unity**
November 2021
Level Design, Programming

HONOURS AND AWARDS

- **Honour in the subject "Game Design I"**
December 2020
Tecnocampus, Mataró
- **Audience Award for Best Video Game - Allpack.co**
June 2022
TecnoGames 2022 - Tecnocampus, Mataró