




## Profile

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## Education

**HND Game design and development**  
2011 - 2013

CEV Interactivity and New Media in Barcelona, Spain  
Center affiliated to the University of Essex

**Scientific bachillerato**  
2008 - 2010

Colegio Sagrada Familia Gavà in Barcelona, Spain

## Experience

**Graphic & Web designer Freelance**  
2006 - Present

Front-end web developer. CSS3, HTML5, Javascript, jQuery, Wordpress, Joomla, Newsletters, Banners, Brochures, Business cards.

**Director**  
Chloroplast games  
2010 - Present

Director and responsible in Chloroplast games.

**Game designer & 3D artist**  
Chloroplast games  
2011 - Present

Lead game designer and 3d artist in Chloroplast games. 3D Studio MAX, Zbrush, Mudbox, Bodypaint 3D, 3D Coat, Unfold 3D, Unity 3D, Construct 2.

**Graphic & Web designer**  
Chloroplast games & ChloroSoft  
2010 - Present

Delegate of corporate design and image and website of Chloroplast Games and ChloroSoft. CSS3, HTML5, Javascript, jQuery, Wordpress, Photoshop, Illustrator, FontLab Studio.

**Graphic & Web designer**  
Actiserver Internet Advertising  
2013 - Present

Web designer department director in Actiserver Internet Advertising. CSS3, HTML5, Javascript, jQuery, Wordpress.

**Front-end web developer**  
ITL Bussines & TwentyFourSquare  
2014 - Present

Front-end web developer. CSS3, HTML5, Expression engine.

## Languages

**Spanish** Native and bilingual proficiency.

**Catalan** Native and bilingual proficiency. Official C Level (Native level).

**English** Basic professional proficiency.



## Specific knowledges

### Operative systems

Windows  
Mac OS  
Ubuntu  
Android / iOS

### 3D software

3D Studio MAX / Maya  
ZBrush / Mudbox  
Unfold 3D  
BodyPaint 3D  
3D Coat

### 2D software

Photoshop / Gimp /  
Paint Tool SAI  
Illustrator  
InDesign  
Flash  
FontLab Studio

### Game engines

Unity 3D  
Construct 2  
RPG Maker

### IDE

MonoDevelop  
PSM Studio  
Xcode  
Eclipse  
FlashDevelop  
Dreamweaver  
Brackets / Sublime Text /  
Notepad++

### Prog. languages

HTML / CSS / XML  
JavaScript  
PHP / MySQL  
c#  
c / c++  
Objective-C  
Java

### Libraries, Frameworks and CMS

OpenGL / ES / WebGL  
Flashpunk  
Cocos 2D / Kobold 2D  
PlayStation Mobile SDK  
Cocoa touch / Android SDK  
jQuery / UI / Mobile  
Wordpress / Joomla!  
CocoonJS / PhoneGap

## Skills

### Art, Animation & Design

- Concept art, traditional and digital for games.
- Pixel art.
- 3D design for games
- Advanced mapping and texturing of 3D meshes.
- Retopology and auto-retopology.
- Digital sculpture.
- Digital Light. Particles and Special effects for games
- Skyboxes and Skydomes.
- 3D & 2D Digital and Traditional animation. Stopmotion and Rotoscope.
- Game, Characters, Items, Level, Mechanics, HUD/GUI design for games.

### Web, Mobile & Vector

- Design and develop static and dynamic modern websites (HTML5 & CSS3).
- Adaptation of websites to all types of browsers and resolutions.
- Design and develop applications for iOS and Android.
- UI / UX
- Mobile app, Social & Gestural interfaces.
- Graphic and corporate design.
- Vector drawing & Typography design.



## Works & Projects

Actual	2014 Ninja descent, casual game for mobile devices, iOS and Android. Design, Programming, Art & Production	2013 - 2014 Retro Shooter, FPS game for PSVita and PlayStation certificated devices. Design, Art, Production, Sound & Localization.	
Web	2014 estudiferran.com espumalia.com metcbb.co.uk retroshooter.com aw.paradigmteam.com	2013 slovitas.com somicat.com ohperfum.com actiserver.com intertech.es hybridspace.es chlorosoft.com chloroplastgames.com mossman.es taliaylallavedeoro.com	2012 & 2011 dantealarido.com mossman.es chloroplastgames.com
Books & Articles	2013 Clay animation and videogames. Videogames based in voxels. The best 2D extensions for Unity3D. Notepad++ for web development.		
App	GameRSS 2012 A RSS reader about videogames news. Very useful and pretty. UI design and programming.		
Games	Astro push 2014 Casual game for mobile devices, iOS and Android. Design, Art, Production, Sound & Localization.	Retro Shooter 2013 - 2014 A FPS game made with PlayStation Mobile for PSVita and PlayStation certificated devices. Design, Art, Production, Sound & Localization.	