GERARD CLOTET

GAME DEVELOPER

PROFESSIONAL PROFILE

I'm a graduated game developer focused on game design & gameplay programming. Now I'm currently working as Game Tester at Zitro.

I'm a proactive, team oriented designer & programmer with ambition & eager to learn new things.

CONTACT

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SKILLS

Code Language
- C/C++
- C#

Software
- Visual Studio / Studio Code
- Github / Git
- Unity
- Jira
- Unreal Engine

Libraries
- SDL
- OpenGL
- STL
- Imgui
- Box2D

WORKED AT

TESTER AT ZITRO

October 21 - Present
- In charge of testing new tools & features implemented into the company engine.
- Use of Git Control, Jira, Bash & Debian.

PROJECT BACKGROUND   Check out all of my portfolio

ROLE: COMBAT DESIGNER

The Witcher: 'ABT' | **CUSTOM ENGINE(C++,OpenGL)**
3D Hack & Slash game in Alien Engine (self-made)

- In charge of Player Combat Design & VFX.
- Implementation of Game Feel, VFX & player animations .
- Built directional blood system. Designed in Combat UI.

Repository   **TEAM SIZE 37**

ROLE: QA/ DESIGNER & GAMEPLAY PROGRAMMER

Final Fantasy: DOI | **2D GRAPHIC LIBRARY (SDL2, C++)**
2.5D Isometric Action RPG game

- Mainly worked on QA solving issues during project.
- Designed & Implemented Loot System and all it's sorroundings.
- Implement & created SFX.

Repository   **TEAM SIZE 7**

ROLE: AI/GAMEPLAY PROGRAMMER & DESIGNER

AI Tanks | **UNITY ENGINE (C#)**
3D AI battle between 2 tanks

- Designed & implement overall systems.
- Implement behaviour trees.
- Programmed Steering Behaviours for movement.
- Created VFX & tanks shells system.

Repository   **TEAM SIZE 2**

EDUCTATION

CITM (UPC)

Bachelor of Game Design & Development | 2017 - 2022

LANGUAGES

English: High
Spanish: Native
Catalan: Native