

Barcelona, 1983

I'm an optimistic, proactive and open-minded programmer that feels true passion for his job.

Expert in network and gameplay programming.



## Work Experience

2012 – Ongoing	Mercury Steam	<ul style="list-style-type: none"><li>• <a href="#">Raiders of the Broken Planet</a> (PC/XboxOne/PS4)</li><li>• <a href="#">Castlevania Lords of Shadow 2</a> (PC/Xbox360/PS3)</li><li>• <a href="#">Castlevania Lords of Shadow 2 Revelations</a> (PC/Xbox/PS3)</li></ul>
2011 – 2012	Novarama	<ul style="list-style-type: none"><li>• Invizimals: Hidden Challenges (PSVita/Android)</li><li>• <a href="#">Reality Fighters</a> (PSVita)</li><li>• <a href="#">Invizimals: The Lost Tribes</a> (PSP)</li></ul>
2009 – 2011	Indie	<ul style="list-style-type: none"><li>• <a href="#">A Fistful of Cows</a> (PC)</li><li>• <a href="#">Isagoras</a> (Xbox 360)</li></ul>
2007 – 2009	Polytechnic University of Catalonia	<ul style="list-style-type: none"><li>• Research social network analysis software: <a href="#">Xpertum</a></li><li>• Teaching material warehouse: <a href="#">UPCOpenCourseware</a></li></ul>

## Education

2009-2010	Videogame Creation Master at Pompeu Fabra University (UPF)
2003-2009	Computer Science Degree at Polytechnic University of Catalonia (UPC)

## Knowledge/Skills

Languages	Catalan, English and Spanish
Technical	C, C++, C#, LUA, XNA, UML, Java, HLSL, AS, PHP, SQL, Android-NDK, MaxScript...
Personal	Always learning in my free time about game development, new C++ iterations and network programming.
Developer profile	Network programmer focused not only on tech but also on gameplay.
Programming	Maintainable, clean and conscience of performance cost code. Experience on JOBs paradigm, several in-house engines and platforms.
Production	Experience on short-long term planning and micro-team management. Familiarized with all development process, good relation with production, design and art departments.
Gameplay	Controls, gameplay mechanics and physics. Conscious of net scheme, net cheats, lag-hiding and responsiveness philosophy. Good relation and interaction with designers, love to be part of design process.

## Projects

### Raiders of the Broken Planet

PS4, XboxOne, PC



- Main network programmer in server/client side
- Add network support to mercury's engine from scratch
- Replication system using streaming techniques (entities, animations, combat, projectiles, shots, physics, logic...)
- Some of the key main character abilities
- Main game mode ( rules, objects, tools, game flow)
- Mentoring and bringing support to the rest of programming team to implement gameplay mechanics
- Lag hiding, responsiveness, anti-cheating
- All net high/low level functionalities
- Optimization for consoles (heavy use of jobs system)
- Full PS4 net integration
- Responsible for net quality experience
- Host migration system

### Castlevania Lords of Shadow 2

PS3, Xbox360, PC



- Main and secondary mission scripting
- Several game puzzles ( e.g. [Toymaker's Theater](#) and [Chupacabras Jail](#) )
- All hidden secret objects and game mechanics
- Lock system to control the stream level loading with doors and elevators
- Potions, experience orbs and items system
- Several interactive objects

### Reality Fighters, PSVita



- PSVita launch title, augmented reality 2D fight game
- Sharing online custom fighters feature
- PSVita online features integration and implementation (rankings, Facebook, report system, TUS...)
- Support to communication protocol
- Work closely to SCE team to develop the report system

### Invizimals: The Lost Tribes, PSP



- Augmented Reality game
- 6 of the 10 new AR creature's minigames
- AR traditional puzzle minigame
- Other tasks in different areas

### A Fistful of Cows, PC

- Render engine (shaders, fx, materials, animations)
- Content pipeline
- Several logic systems (game flow, special attacks, explosions, mini-games...)
- Co-Designed with the teammates

### Isagoras, Xbox 360

- Personal project, a shump developed using XNA.
- I designed and programmed the whole game.