

Pere Llaudó Bragulat

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PROFESSIONAL SUMMARY

Experienced gameplay and systems programmer with 6+ years of professional experience. I enjoy tackling any problem placed in front of me, be it UI, editor tools or networking

PROFESSIONAL EXPERIENCE

Unity developer Tiny Rebel Games | Remote April 2022 - April 2024

- Created editor tools and designed common game structures, code, assets, and interfaces that could be reused on all our projects to help out the team reduce the time to mvp prototypes by 50%
- Maintained and expanded three different projects (Meme-o-tron, Petevarse Mobile, internal tool to create NFTs; Unity; Android/iOS) Worked on bug fixing, polishing, and helping out clear issues
- Co-managed Petaverse Spaces (VR project, Unity, Meta Quest 3) and helped develop it. Co-lead a team of 2 coders, 2 art, 1 sound, 1 UX
- Created and adjusted the roadmap and requirements for milestones and tasks, revising code, coding and implementing assets delivered by the art team

Unity Developer Garage51 Entertainment S.L. | Barcelona, Spain | September 2018 - December 2021

- Maintained and expanded core combat mechanics for Demon Blade (Gacha ARPG, Unity, Android/iOS) downloaded by more than 2m players. Created and balanced the combat stats, collaborated in combat design and user experience
- Implemented pipelines in Demon Blade backend to speed up the design and the process to introduce the necessary data to the server, saving the team 5 days of work every month
- Developed a core rhythm system for Drums rock (VR rhythm game, Unity, Meta Quest 2) led a team of 2 programmers
- Created a common basic VR user interface that would be used in all the menus so the team would take less time to create the final version
- Optimized assets to hit the targeted fps to publish in Meta Store

Unity Developer | Radical Graphics | Remote October 2017- August 2018

- Worked as a freelancer helping the team fix and develop multiple games (Eduo Run/Eduo Quest/Xintana Legends GO/Super Monkey Star, Unity, Android/iOS)
- Created multiple JavaScript games (Javascript, Web)

TECHNICAL SKILLS

Programming Languages: C#, C++, Blueprint Visual Scripting, Javascript, Python, GLSL, HLSL

Engines: Unity, Unreal Engine 5, Unreal Engine 4

Tools: Git, Wwise, Perforce, FMOD, Visual Studio

Platforms: Android, iOS, Meta Quest, Windows, Web browser

EDUCATION

GRADO DE CONTENIDOS DIGITALES INTERACTIVO

ENTI - Escola de Noves Technologies, Barcelona.

2014 - 2019

Relevant Coursework: Graphics programming, Game design, UI/UX, Game Engine Architecture

GRADO EN INGENIERÍA INFORMÁTICA

Universitat Politècnica de Catalunya (UPC), Barcelona.

2009 - 2014

Relevant Coursework: C++ programming, Computer architecture

SHIPPED TITLES

- Petaverse Spaces (2024) - Co-lead & Gameplay Programmer - Meta Quest 3
- Peteaverse Mobile (2024) - Generalist Programmer - Android/iOS
- Meme-o-tron (2023) - Generalist Programmer - Android/iOS
- Drums rock (2022) - Rhythm System & Generalist Programmer - Meta Quest 2
- Demon Blade (2018) - Combat Balance Designer & Gameplay Programmer - Android/iOS
- Super Monkey Star (2018) - Generalist Programmer - Android/iOS
- Eduo Run (2018) - Generalist Programmer - Android/iOS
- Eduo Quest (2017) - Generalist Programmer - Android/iOS
- Xintana Legends GO (2017) - Generalist Programmer - Android/iOS

PROJECTS & PERSONAL WORK

- 3D Action Adventure - **"Victoria"** - Unreal Engine 4 - Created movement and camera system programming
- 3D Platformer - **"Nogard"** - Unreal Engine 4 - Created gameplay programming
- 2D Visual novel game - **"Una Nit a la Uni"** - Unity - Created dialogue/save system and optimized build for WebGL/iOS