

# Enric Quilabert Gelabert

## Game Programmer

The moment I turned on my Nintendo DS for the first time was when I realized videogames are what I'm passionate about. I'm interested in game and level design, but programming is what I like doing the most. Team work is one of my strengths, I appreciate feedback and enjoy working with passionate colleagues.



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 Barcelona

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 enricqg.github.io

## EXPERIENCE

### Gameplay Programmer Trainee (Internship)

November 2022 - May 2023

Ubisoft Barcelona Mobile

Prototyping game ideas and features as a member of The Lab

## PORTFOLIO

### Roguedice - 2022

3rd Year University Project

Programmer

khaliu.itch.io/rogedice

### Spellcloak - 2021

2nd Year University Project

Programmer and Game Designer

uritj.itch.io/spellcloak

## EDUCATION

### Interactive Digital Contents Degree - Since 2019

ENTI-UB La Universitat del Videojoc

Programmer - Designer

## HOBBIES

### Cooking and Baking

Ever since my grandma taught me her recipes, I've been experimenting in the kitchen. I love how food brings people together.

### Reading

Books are a good source of entertainment: there's plenty and they're never boring. I love a good story.

## OTHERS

Driving License

Available in the mornings

## HARD SKILLS

Unity	
Unreal	
C / C++ / C#	
JavaScript	
3Ds Max	
Substance	
Pack Adobe	
Pack Office	
Drive	
Jira	

## SOFT SKILLS

- Constructive Feedback
- Conflict management
- Critical Observation
- Management Skills

## LANGUAGES

Catalan - Native

Spanish - Native

English - B2

German - B2