Joan Pato Cáliz

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Summary

Developer with 3 published games on mobile platforms (Android, iOS), seeking to gain more practical experience as a game programmer exclusively in a development studio. I am also developing a third person shooter on my own time as a side project too! Proficient in C++, C#, Unity, Unreal Engine, and AR/VR APIs. I have experience working on hard edge modeling assignments using Blender, Substance Painter, and Photoshop. I have always been fascinated by new developments in gaming-related technology and am motivated to consistently give my best for the team.

Portfolio

https://jpcaliz2000.wixsite.com/portfolio

Experience

Unity AR/VR Game Developer (Full time)

Lucatia • Barcelona, Catalunya

08/2022 - Actual

> Full-time employee with a permanent contract at Lucatia.
>
> I have released 3 games during my time at Lucatia on the Google Play Store and Apple App Store, and now i am continuously working on a VR medical application as the main programmer, it's already been deployed to several medical centers and my team and i are constantly improving it. Two of the games are being used therapeutically in 3 hospitals in Spain, and the latest one is used for Barcelona Zoo tours.
>
> The games were co-designed with another member of the development team and programmed by me, using Unity, C#, and various AR APIs, including Vuforia.

Unity Game Developer (Internship)

Científiks en joc • Barcelona, Catalunya

11/2021 - 04/2022

> Coordinated a team of 3 artists 1 sound designer and 2 programmers to develop the game.
> Programmed 2D point and click game systems with C#.
> Followed strict deadlines and build deliveries to bring the finished product to a close.
> Ensured WebGL build compatibility and optimization for the project.

Unreal Engine 4 Developer (Project, Level Design)

• Barcelona

08/2021 - 05/2022

> Designed levels that introduce game mechanics gradually, catered towards giving the players an adequate user experience with the game.
> Created levels for a Coop game, with a focus on always keeping each player busy and having them interact with eachother as often as possible within the context of the mechanics.
> Adhered to a delivery pipeline centered around Jira, finishing sprints on time with proper testing.

Unity Game Developer (Projects)

• Barcelona, Catalunya

07/2018 - 06/2021

      Led the game design of 4 Unity engine game projects. Including a virtual reality project.
      Programmed main mechanics for the four games in C#, ranging from movement to AI.
      Met strict deadlines for build delivery and led a 3 to 4 programmer team for each project.

Skills

Fluent in C++ and C#

Familiar with Unity Engine and Unity Game development.

Familiar with Unreal Engine 4 game development and level design.

6 years of experience with C# development and programming oriented towards games.

Familiar with good coding practices, object oriented programming and modularity.

Native level of english.

Portfolio

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Education

ENTI–UB, Barcelona, Spain

Degree in Interactive Digital Content (Developer),

Graduation: 06/2022

Col·legi Sant Josep. Sant Boi de Llobregat, Spain

Spanish Baccalaureate

Graduation: 06/2018

Col·legi Sant Josep. Sant Boi de Llobregat, Spain

High School Diploma

Graduation: 06/2016

Languages

Spanish, Advanced English (Cambridge English Level 3 ESOL), Catalonian