

Pere Llaudó Bragulat

PERSONAL DETAILS

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STATEMENT

I am a software engineer focused on gameplay and backend systems, but I enjoy tackling any problem placed in front of me, be it UI, editor tools, networking. Anything new I can learn and understand is a boon and I'm always striving to write better code, more performant and improve readability. Above all I want to deliver the best code possible and work to create a fun experience for the user. After all, if the game isn't fun the code doesn't matter.

I've been working using Unity since 2016, and have experience using Unreal Engine on personal projects. Most of my professional experience is in mobile gaming and VR gaming but all my personal projects are centered on console/PC games.

KEY ACHIEVEMENTS

I am very proud of two key achievements. One is focused on my programming skills. I developed a common UI and game structure easily implementable with a 2 click editor tool so other team members were able to get any new game up and running really easily saving hours of work for the team. This tool created the main scenes, setup prefabs, linked references between them, etc.

The other one is more focused on my game designing skill in a live ops game, thanks to my knowledge and some of my ideas our small team was able to survive in the mobile market, even though I can't claim full responsibility for it, since it was a sum of everyone's ideas and hard work that resulted in the success, I feel like my contributions really helped shape that game and its success.

SKILLS

Proficient in:

- C#
- C++
- Git
- Wwise
- Unity
- Unreal

Knowledge of:

- Javascript
- GSLS
- Python
- Perforce
- FMOD

GAMES INDUSTRY EXPERIENCE

Tiny Rebel Games - Co-Lead programmer (Remote) - (April 2023 - April 2024):

- I was in charge of managing a VR project, creating the roadmap and requirements for milestones and tasks, revising code, coding and implementing assets delivered by the art team. Updating Jira tickets, creating a backlog of tickets, etc
- I covered most areas in this project: Authentication, UI, AI, Gameplay.
- This project was targeting Meta Quest and using Unity C#
- We were a small core team: 2 coders, 2 art, 1 sound, 1 UX with access to people in other teams as needed.
- **Petaverse Spaces:** A VR experience designed to accompany the NFT pets and share a living virtual space with them.

Tiny Rebel Games - Unity developer (Remote) - (April 2022 - April 2023):

- I mainly worked on bug fixing, polishing, and designing common game structures, code, assets, and interfaces that could be reused everywhere; I also created editor tools to help out the team.
- I participated mostly in gameplay, interface but also helped with any and all bugs around the products.
- These 2 projects were mainly coded using Unity and C#
- In these projects, the team size was around 20 people.
- **Meme-o-tron:** An experience designed to accompany the NFT pets, this app allows you to see your NFT pets in your living room in AR and interact with them, play with them.
- **Petevase Mobile:** A pet-care experience designed to accompany the NFT pets, taking care of them through minigames.

Garage51 Entertainment S.l. - Unity Developer (On-site) - (September 2018 - December 2021):

- In this job position I was part of the key management in two games. My responsibilities were centered mostly on the programming side but also had part in game design, user experience, gacha mechanics, balancing the game, translation, and story writing.
- Overall I'd say I would spend 50% time coding and 50% doing the other tasks. I was mostly centered on implementing the gameplay code and designing future updates to the game.
- These projects were in Unity C#
- iOS, Android, Meta Quest.
- We were a small team of 5.
- **Demon Blade:** A gacha action RPG game.
- **Drums rock:** A rhythm VR game designed for Oculus Quest 2.

Radical Graphics - Game Developer (Remote) - (October 2017- August 2018)

- Worked as a freelancer helping the team develop multiple games.
- Mostly worked on helping squash bugs and creating JavaScript games.
- I worked using Unity C# and JavaScript.
- These projects were mainly in web browsers, Android, and iOS.
- Small team of 4.
- **Eduo Run:** An endless run with educational purposes aimed at Arabic children.
- **Eduo Quest:** A RPG for educational purposes aimed at Arabic children.
- **Xintana Legends GO:** Small Android match 3 game.
- **Super Monkey Star:** An Android and Xbox side scroller bullet hell game.
- Multiple JavaScript games for a Netherlands escape room company.

EDUCATION

GRADO DE CONTENIDOS DIGITALES INTERACTIVO. 2014- 2019

- A degree dedicated to video games, we studied programming, game design, etc.

PERSONAL PROJECTS/INTERESTS

I've always been passionate about games, since I was a kid playing the Mega Drive, aka Genesis. I always knew I wanted to work on videogames. I love playing 3D platformers, JRPGs, strategy games, and action games.

I'm currently working on a personal indie project, a 4 person CO-OP ARPG for Steam using Unreal Engine. I've got a working vertical slice and I'm polishing the fun, then I'll move into creating content. I've also been a remote Tester for VMC Games in my free time for years and in my student days I created multiple games as part of the degree curriculum. My most notable ones being:

- [2D Visual novel game "Una Nit a la Uni"](#) Unity
- [3D Platformer "Nogard"](#) Unreal
- [3D Action Adventure "Victoria"](#) Unreal

Outside of gaming I enjoy exercising and moving my body around, spending so many hours in front of a screen dulls the body, so getting out, taking a break from the screen and resting the eyes, is very important and can help with inspiration.

I dabble in a couple of hobbies like building small plastic models, mostly ones related to Gundam. Reading books, I'm currently reading Brandon Sanderson's Cosmere series. Although these activities are more sporadic than gaming and exercising.

Finally I'm a big fan of Japanese style media, Anime and Manga, although lately I haven't kept up with it. It still is a big part of what kind of aesthetics I like and enjoy.