

Ignasi Pardo Carbó

Gameplay Programmer C++/C#

Personal Information

- Nationality: Spanish.
- Residence: Barcelona, Spain.
- Phone Number: 648521325.
- E-mail: ignasi.pardo.carbo@gmail.com
- Languages:
 - Catalan: native.
 - Spanish: native.
 - English: intermediate.
- Website: <https://kuronoascarlet.github.io>

Education

Degree in Videogame Design and Development

Centro de la Imagen y la Tecnología Multimedia | September 2019 - July 2023

Work Experience

Software Developer at United Gamers

March 2023 - July 2023

- Development of a training gameplay in the Unity 2D environment.
- In charge of the connectivity of new trainings with the database (Firestore).
- QA Junior.

University Project - Dune Fremen's Rising

February 2022 - June 2022

- Gameplay & Systems Programmer during the whole project.
- Gameplay development in relation to the characters' skills.
- Gameplay development in relation to player-enemy interactions.
- Animations engine module development.

It should be noted that this project was carried out in a proprietary graphics engine, created from scratch.

Link to [website](#).

Game Jams

[CITM Game Jam](#) | February 2021

- Gameplay Programmer of a Tower Defender created from scratch in SDL2, C++ environment.

[Indie Spain Jam 2023](#) | September 2023

- Gameplay Programmer of a Platformer created on Unity 2D.