GUILLEM BURGUÉS MIRÓ

ABOUT ME

Software and video game developer.

Always willing to learn programming languages, best practices and technologies among other things as well as enhancing my current knowledge.

I love developing new applications that are useful for people.

CONTACT

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gbmiro.github.io

SKILLS

Languages: C/C++, Python, Java

Software: Visual Studio, Git, ClickUp, Bugzilla

Soft: Team player, fast learner, adaptability, empathy, responsible

LANGUAGES

- Catalan (native)
- Spanish (native)
- English (B2, FCE)

WORK EXPERIENCE

CRM & ERP Developer
Interempresas Media, S.L.U.
Barcelona, Spain
February 2017 | May 2022

Internship
Interempresas Media, S.L.U.
Barcelona, Spain
September 2016 | February 2017

EDUCATION

Master in Advanced Programming for AAA Video Games
Universitat Politècnica de Catalunya
Barcelona, Spain
October 2020 | November 2021

- Implemented engine with basics functionalities 🔗
  - Geometry viewer
  - Free camera movement
  - Models and scenes serialization in custom format

- Shutdown project (17 programmers, 5 artists) 🔗
  - Engine 🔗
    - Implemented slider component for UI
  - Game implementations 🔗
    - Health HUD system (player and boss)
    - Onimaru's push skill
    - Logic of the character's switching

Bachelor's degree in Computer Science (Major in Information Technology)
Universitat Politècnica de Catalunya
Barcelona, Spain
September 2012 | February 2017

- **Final Project:** implementation of a dynamic file system for a container starting from a static ext2 file system 🔗

OTHER STUDIES

- Musical studies consisting of clarinet, saxophone, choir, language and harmony. Group formations including big band, soloist and clarinet quintet.