



Game Developer specializing in game programming, design pattern based code architectures and immersive audio / music for games.

Fast and passionate learner, innovative and problem solver.

Work experience in mobile casual and hyper-casual games for Android/iOS, with high level of responsibility and autonomy. Experienced with agile methodologies.

Passionate musician on a Jazz/Blues quintet and ambiental composing projects with FMOD.

Axel Castells Monllau *Game Developer and Programmer*



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Technical Skills

- Unreal Engine Blueprints
- Unity Addressables and Scriptable Objects
- Clean Coder
- Deep understanding of Git
- Proficient with Git workflows like Continuous Integration & GitFlow

Soft Skills

- Autodidact
- Strong decision maker
- Creative problem solver
- Fast learner
- Fast and clear communicator
- Team player
- Innovative

Languages

English -> Advanced
Spanish -> Native
Catalan -> Native
Japanese -> Basic

Other Skills

- Self-managed music production.
- Modern Pianist and composer.
- Music composing with VSTs, DAWs and FMOD.
- Martial Artist (Ving Tsun Kung Fu).

Experience

Game Programmer *Bliss Games* 2020 - Now

- Fast prototyping and developing hyper-casual games for Android and iOS platforms.
- Autonomous decision-making in terms of code implementation and execution of tasks with specific goals in mind.
- Extensive use of Unity Addressables and Asset Bundles.
- Deep learning on monetisation and IAP solutions for mobile.
- Extensive use of SQL databases to save / read game data.
- Solid use of Scriptable Objects as data repositories in substitution to conventional databases.
- Blockchain games, using SDKs such as Stardust and Venly.

Game Programmer *Labs4Reality* 2018 - 2019

- Developing AR (Augmented Reality) applications.
- Cohesive teamwork using agile methodologies.

Intern Programmer *Pupgam Studios* 2015 - 2015

- Working on UI programming and design on a small team using Scrum.

Education

Modern Piano and Harmony 2020 - Now
Taller de Músics (Barcelona, Spain)

University Degree in Game Development 2015 - 2020
ENTI-UB (Barcelona, Spain)

HND in Creative Media Production 2013 - 2015
CEV-Barcelona (Barcelona, Spain)

Certifications

Programming Languages: C, C++, C#, JavaScript, HTML5.

IDEs & Game Engines: Visual Studio, Unity, Unreal Engine.

DAWs & Audio Engines: Cubase, Logic, Ableton Live, FMOD, Wwise.

3D Modeling: Autodesk Maya, 3D Studio Max, Blender.

Some other frameworks, libraries, languages or tools I've used in the past:
SQL, SDL, SFML, OpenGL, Arduino, Processing, Reaper...