





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...