

ARNAU LLOBERA DONOSO

arnaullobera.com

arnaullobera88@gmail.com

linkedin.com/in/arnaullobera/

+1 (905) 464 - 0077

Toronto, ON, Canada

I've lived in many countries and experienced many cultures. This has given me the opportunity to collaborate with people of different backgrounds and skillsets, making me an adaptable team member.

SOFTWARE

- Unity
- Unreal Engine
- Visual Studio - C#
- Git Source Control
- Unreal Blueprints
- Microsoft Office
- Autodesk Maya
- Substance Painter
- Adobe apps
- ZBrush

SKILLS

- Agile development
- Excelent written & verbal comunication
- Playtesting & Debugging
- 3D Modeling/Sculpting
- Rigging and Animating

SPOKEN LANGUAGES

- English
- Spanish
- Catalan
- French

INTERESTS

- Artificial Intelligence
- Robotics
- Procedural Generation
- Creature Design
- Nature and Conservation

WORK EXPERIENCE

Game Design Research Assistant at SIRT Apr 2019 - Aug 2019
(Screen Industries Research and Training Center)
(Sheridan College Co-op/Internship)

Working in a multidisciplinary team to research and design new concepts for the entertainment industry. Using a variety of software and design techniques, bringing together art and technology.

Bartender/Waiter at Park Playa Bara Jun 2017 - Aug 2018

In charge of communicating with customers across multiple languages, while serving a variety of foods and drinks. Following a strict 12h+ daily work schedule, during whole summer months.

EDUCATION

Sheridan College: Sep 2016 - Apr 2020
Honours Bachelor of Game Design

learned various aspects of videogame development and production, all with a focus on design, user experience and optimization.

ILC (Independent Learning Center) April 2016 - Aug 2016

Studied all about the bases of art, composition and design.

PROJECTS

Chimeras
(Capstone Project - Bachelor of Game design)

Worked in a simulated studio environment using agile development techniques with weekly presentations to industry professionals. In charge of designing many aspects regarding combat, movement and overall gameplay feel, as well as designing an efficient 3D pipeline, to enhance the visual clarity of the creatures.

Role: Game Designer and 3D Artist
Team Size: 5 Duration: 8 months

Squiggly (Sheridan's Design Challenge Week)

Applied Rapid prototyping & iterating to design and develop a cooperative game using an alternative controller.

Role: Programmer, Game Designer and 3D Artist
Team Size: 5 Duration: 5 days

References available upon request