



Arnau Farràs

Videogame Developer,
Software Engineer

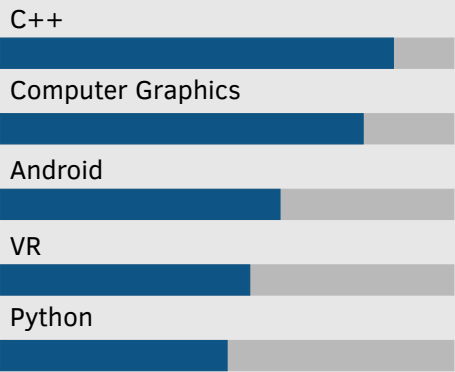
Information

Residence: Barcelona
Nationality: Spain
Birth: 1994

Contact

 /in/afarras202
 ferris202@gmail.com
 <http://arnaufarras.com>

Core Skills



Languages

 Spanish (Native)
 Catalan (Native)
 English (B2)
 Italian (Basic)

Education

2019 - 2021 **Master Degree., Innovation and Research** UPC
Barcelona, Spain
Specialization: Computer Graphics
2012 - 2018 **Bachelor degree., Computer Science** UPC
Barcelona, Spain
Specialization: Computation

Experience

2021 - now **Engine Programmer** Larian Studios
• Developement of new systems and refactor old outdated systems.
2018 - 2021 **Software engineer / Porting** BlitWorks
• Prepare submissions for XB1, Switch, PS4, Android and iOS.
• Graphics engine (*Don't Starve Together, FEZ, Windjammers 2*).
• Input, leaderboards and UI (*Fight'N Rage, Supermeatboy, FEZ*).
• Network (*Don't Starve Together, Windjammers 2, unanounced*).
• Maintenance (*Don't Starve*).
• General bugfixing in other projects: *Wreckfest, Rebel Galaxy Outlaw, Amnesia, Salt and Sanctuary, The Journey Down, Darkest Dungeon*.
2015 - 2016 **Full Stack Web Developer** Farmavet
• Programing in PHP using frameworks Yii1/2 & Bootstrap.
• Database management (MySQL).
• Amazon Web Service
2012 - now **Publications, events, courses and personal projects**
• (Paper) Immersive geometry-based and image-based exploration of cultural heritage models (2021)
• Student Cluster Competition - ISC High Performance 2018.
• HackUpc Hackathon 2017.
• Global Game Jam Barcelona 2014, 2015, 2018, 2019, 2020.
• Global Game Jam Barcelona 2016, 2017 (Team of organizers).
• (Course) Multiplayer videogame development with HTML5/Node.js.
• Active member in a videogame association (VGAFIB).
• For more gamedev projects and jams, check my portfolio at my personal website www.arnaufarras.com

Other skills

Languages
C++, Python, C#, Lua, GLSL, DirectX, NVN, Cuda, PHP, Javascript, HTML, CSS, Java, Prolog, Haskell, Bash, assembler.
Engines, Frameworks, Patterns
ECS, TDD, Unity, SFML, Monogame, Raknet, Node.js, Yii2, AWS.
Tools
Visual Studio, Xcode, QT Creator, CLion, Android Studio, NetBeans, Trello, Slack, Jenkins, FMOD, Git, Github, Perforce/Swarm, BitBucket, SVN, Plastic SCM, Blender, Matlab, R.
Interests
Graphics engine, Videogame developement.