

David Boces Obis

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Portfolio Web: <https://vozes.github.io/github-portfolio/>

Video Game passionate interested in Game Design and Storytelling. High skills in Unity development, having some projects on Itch.io and one in Steam.

Native in Spanish
Native in Catalan
High in English

EDUCATION

Degree in Video Game Design and Development

| Sept. 2020 – Jul. 2024

Terrassa, Spain - Image Processing and Multimedia Technology Center

SKILLS

Game / Level Design
Storytelling
C / C++ / C#
Unity / Unreal
QA Experience
Figma / Illustrator

WORK EXPERIENCE

• QA Experience Intern – Univrse

| May 2024 – Current Time

- Test VR experiences.
- Communication with other departments.
- Report issues (bugs, priorities...)
- Solve some UX bugs.

PROJECTS

- GAME DESIGNER & UNITY DEVELOPER - [Unlighted](#)

| April 2024 – Current Time

- Level Design.
- UX Design.
- Unity Development.
- Narrative Design.

- GAME DEVELOPER - [Echoes From The Past \[6th CITM GAME JAM\]](#)

| June 2023

- Best Design Award
- Design the puzzles.
- Level design (6 levels).
- Storytelling.

- LEAD DESIGNER - [Guardians of the Galaxy: The Bet](#)

| February - June 2023

- Organize design team.
- Level design (levels 1, 2 & 4).
- Supervise the playtesting.
- Write the narrative.

AND MORE!

Look to my portfolio, I am always ready to create new video games to make the world better :)