

ROGER VIDAL

DEVELOPER

+34 666 13 37 71 | www.rogervidal.com | roger.vidal.lloveras@gmail.com

ABOUT ME

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Name: Roger Vidal
Date of Birth: 25th June, 1992
Nationality: Spain

MY SKILLS

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C++ ██████████
CSS/SCSS/SASS ██████████
GIT ██████████
HTML5 ██████████
JAVASCRIPT ██████████
JQUERY ██████████
LUA ██████████
NODEJS ██████████
PHOTOSHOP ██████████
PYTHON ██████████
REACTJS ██████████
SQL ██████████
TYPESCRIPT ██████████
WORDPRESS ██████████

LANGUAGES

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ENGLISH ██████████
SPANISH ██████████
CATALAN ██████████
FRENCH ██████████

WORK EXPERIENCES

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UNITY FRONT-END DEVELOPER
(2017 - 2020)

GaiaByte - Spain (Barcelona)

- Co-design the initial game mechanics
- Integrate UI assets with Unity3D
- Code polish to deploy for AppStore

PRODUCT OWNER FULL-STACK DEV
(2017 - 2020)

GaiaByte - Spain (Barcelona)

- Organize and decide the upcoming updates
- Design events and take monetize decisions
- Full Stack Javascript + NodeJS (HTML5 + Playfab)

QA ASSISTANT
(2016 - 2017)

SKARA The Blade Remains - Spain (BCN)

- Give feedback to Game Design team (mechanics)
- Identify and report game bugs
- Participate in Agile discipline

EDUCATION

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M.S. in Multimedia Applications
(2019 - 2021)

Universitat Oberta de Catalunya (UOC)

University Master's Degree in Multimedia Applications

B.E. in Interactive Digital Content
(2013 - 2017)

Universitat de Barcelona (UB)

Bachelor's of Engineering in Interactive Digital Content

INTERESTS

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SPORT



FILMS & SHOWS



BOOKS



TECHNOLOGY