

# Èric Canela

Designer and  
Game Programmer



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## Skills

### **Programming Languages:**

- C++
- C
- C#
- Java
- Python
- PHP
- MySQL
- Lua

### **Engines / Frameworks:**

- Unity
- OpenGL
- SDL2
- ImGUI
- Visual Studio
- Android Studio
- Vuforia

### **Development & Tools:**

- Git
- GitHub
- Trello / Hack n Plan

### **Fields:**

- Gameplay
- Engine
- AI
- UI

### **Languages:**

- English (fluent)
- Spanish (native)
- Catalan (native)

## Work Experience

### **Freelancer – Web Developer**

SQOEM, Serveis Informatics 2016, S.L | *Jun. 2017 – Aug. 2020*

- Developing Websites with Wordpress and Internal Development Kit for the University of Lleida, and high educational spheres of Lleida.

### **Mobile Software Intern**

SOSTECA EUROSERVICES, S.L | *Jun. 2016 – Jul. 2016*

- QA Testing of the applications under development. Software development of a Mobile App for health care purposes, using Java and MySQL.

## Education

### **Degree in Videogame Design and Development**

Centre de la Imatge i la Tecnologia Multimèdia (CITM UPC) | *2021*

### **HNC in Telecommunications and Computer Systems and HNC in Cross-Platform Application Development**

Centro de Formación Profesional La Salle Mollerussa | *2017*

- **Key achievement:** Best student record of the class of 2017.

## Projects

*For more information on these and more projects, visit my Website and check all of them individually*

### **The Witcher Ties of Destiny | (Hack-n-Slash - OpenGL) 2020**

Final Degree Project, involving the whole class (30 students).

- As *Engine Programmer* I worked on the development of our own C++ and OpenGL Engine made from scratch.
- As a *Gameplay Programmer* I worked with Lua Scripting on the breakable props
- As *VFX Lead* I organized the team and created some of the particles used in the game.
- **Key achievement:** Recognized as one of the most impressive Final Projects seen in the Bachelor's Degree and Master's Degree, by Ricard Pillosu (Smilegate Head of Technology) and Jesus Alonso (CITM Degree Director)

### **Mercury Engine | (OpenGL 3D Game Engine) 2019**

Engine Programmer, OpenGL Engine in C++, where I programmed the Core systems of the engine to be fully capable of importing models and create a 3D scene with all the available tools.

### **Police Station Simulator | (3D God Game - Unity) 2019**

Game Designer and Gameplay Programmer, Game made with Unity where I designed the game mechanics and programming the whole game and the AI Steering Behaviors of the Agents.

### **Tails Odyssey | (2D Platformer – SDL2) 2019**

Gameplay Programmer, developed the game with our own SDL2 game engine in C++. Programmed the whole game mechanics, player and enemies behavior and Pathfinding System.