

# Guillem Serra Lorenz

## Video game programmer

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## SUMMARY

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Game developer with 6+ years of experience in Unreal Engine (C++) and Unity. Passionate about building scalable architecture for gameplay systems, UI, AI, audio and editor tools that boost team productivity and elevate player experience. Professional experience ranges educational mobile games and AA PC/Console game studios.

## SKILLS

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**Languages:** C++, C#, Python, Typescript.

**Engines & Libraries:** Unreal Engine, Unity, SDL, OpenGL (basic)

**Architectures:** OOP (Object-oriented programming), SOLID principles, Design patterns, Clean Code.

**Tools:** Git/Perforce, Jira/GitHub projects, Rider/VS IDEs, React/Next.js, Adobe Premiere.

**Soft skills:** Attention to detail, Adaptability, Communicative, Self-directed, Problem-solver.

## PROFESSIONAL EXPERIENCE

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### Senior Unreal Engine developer

2023 – 2025

*Noümen Interactive - Soliloquy*

- Led development of a narrative/puzzle game using Unreal Engine 5 (C++).
- Designed modular game systems 3Cs, locomotion, mechanics, procedural terrain, and AI using State Trees.
- Created branching dialogue editor tools and HUD with CommonUI.
- Integrated dynamic music and sound effects with Metasounds.
- Developed features for a cross-functional team of artists and audio designers.

### Unreal Engine programmer

2022

*Piccolo Studio, Private Division - After Us*

- Contributed to the release of a third-person adventure game (AA scope) in Unreal Engine 4.
- Developed interactable world elements and simple enemy behaviors in C++.
- Integrated dynamic audio systems in collaboration with SFX and music teams.
- Built UMG-based menus, save system UI and subtitles system.
- Reinforced the late-stage development cycle to support optimization and bug-fixing via Jira.

### Unity developer

2020 – 2021

*Innovamat - Educational math games*

- Developed math games for mobile and classroom within an AGILE team.
- Learnt to apply SOLID principles, clean code practices, and reviewed team PRs.
- Collaborated with educators and designers to iterate on curriculum goals.

### Junior Unity developer

2018 – 2019

*BeWorld - VR software*

- Built immersive VR simulations for industrial and educational training.
- Early experience working in a collaborative Unity pipeline.

## EDUCATION

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### University of Barcelona (ENTI)

2016 – 2020

*B.A. in Interactive Digital Contents*

- GPA: 8.1/10 - Extraordinary Award for Academic Excellence
- Curriculum: Programming, AI, game/level design, networking, UI/UX, animation, legal aspects, production

## LANGUAGES

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**Catalan, Spanish:** Native proficiency

**English:** Advanced (C1) University of Cambridge

**French:** Intermediate (A1) DELF, Ministère de l'Éducation nationale

**Russian:** Basic (A1 MECR) Universitat Pompeu Fabra