JORDI BACARDIT ALAVEDRA

GAME PRODUCTION & DESIGN

Barcelona, Spain • jordi.bacardit@uvic.cat

Portfolio: jordibacardit.com • LinkedIn: linkedin.com/in/jordi-bacardit/

PROFILE

Final-year Multimedia student focused on game production and design. I am looking for an internship at a studio where I can learn from experienced professionals, see how larger teams plan and make decisions, and grow towards a producer or game designer role. My goal is to bring what I have learned managing and designing my own projects into a professional environment.

EDUCATION

Bachelor's Degree in Multimedia: Applications and Video Games | 4th year | Expected 2027
University of Vic (UVic) — Vic, Spain

KEY PROJECTS

Lost On The Gates • Game Designer & Producer • Unity / C#

- Tank survival game set in World War II, made by a two-person team and released on itch.io with a trailer.
- Came up with the concept, designed the game and managed the project: tasks in Trello, version control on GitHub, regular meetings and playtests.
- Built the health and ammo systems, kill counter, HUD and scene flow, and handled sound, lighting and atmosphere.

Waterpulse • Game Designer & Producer • Unity

- Arcade water polo game for the browser, made for the Premis Ludi 2026 (3Cat) and released on itch.io with a trailer.
- Planned development in phases, tested every build and made the scope calls, such as cutting a local 1v1 mode.

Finn Adventure • Developer • Unity / C#

- 2D pixel-art platformer with three levels and a final boss.
- Made solo and released on itch.io.
- Designed levels with progressive difficulty (harder jumps, tighter timing, more enemies) and programmed the game.

Reservio • Laravel / PHP / MySQL

- Full-stack accommodation booking platform.
- Implemented user authentication, CRUD operations, bookings, reviews and photo management, and designed the relational database.

ArtScan • Android / Kotlin

- Android app for managing artworks by scanning QR codes.
- Structured artwork data, RecyclerView-based interfaces and app data management.

SKILLS

- **Production & design:** scoping and task planning, playtesting, game and level design; Trello, Google Sheets, Figma
- **Game development:** Unity, Unreal Engine, gameplay programming, prototyping
- **Programming:** C#, C++, C, Python, PHP, Kotlin, Swift, JavaScript
- **Web & data:** Laravel, Blade, Astro, Tailwind CSS, MySQL, MongoDB
- **Mobile / creative coding:** Android Studio, iOS (Swift), QR and barcode scanning, Processing, p5.js
- **Tools:** Git, GitHub, Visual Studio Code

WORK EXPERIENCE

Access Controller | L'Agrícola Regional, S.A. — Montserrat, Spain | May 2024 – present

- Manage visitor access and flow at the Basilica of Montserrat, one of the most visited sites in Catalonia.
- Resolve incidents and coordinate with the team in real time in a busy customer-facing environment.

Maintenance Technician | Rubio Julve S.L. — Sant Sadurní d'Anoia, Spain | Summer 2026

- Assisted with industrial and mechanical maintenance, following technical instructions and safety protocols.
- Quickly adapted to new tasks in a hands-on team environment with tight deadlines.

Cashier / Stock Clerk | Roges Supermercats S.L. — el Pont de Vilomara, Spain | December 2022 – August 2023

- Handled payments, customer service and restocking in a fast-paced retail environment.

LANGUAGES

Catalan — native • Spanish — native • English — advanced

ADDITIONAL INFORMATION

- Driving licence (category B).
- Willing to relocate.
- Interests: avid gamer (RPGs, MMOs, shooters and survival games), with a keen interest in analysing their design.