

## INFORMATION



Born  
13/08/1999



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sherzock.github.io

## SOCIALS



Linkedin  
<https://www.linkedin.com/in/jgalofre>



Github  
<https://github.com/sherzock>

## SKILLS

- C / C++ / C#
- PYTHON
- LUA
- OPENGGL
- UNITY
- GitHub
- TRELLO / HACK N PLAN
- GAME DESIGN
- SCRUM
- PHOTOSHOP
- VISUAL STUDIO

# JACOBO GALOFRE CALBETÓ

Programmer & Game Designer

## PROJECTS

### **The Witcher: Ties of Destiny** (February 2020- June 2020)

Hack and Slash Beat'em up game for PC based on the Witcher TV show and game saga. The game was developed on a custom game engine.

### **Broken Engine** (February 2020- June 2020)

Open-Source 3D Game Engine built from the ground with C++ and OpenGL. Engine used to develop The Witcher: Ties of Destiny game.

### **Resonance Engine** (October 2019- December 2019)

Basic 3D Game Engine built from scratch in C++ using OpenGL, SDL, Dear ImGui.

### **Fantasy Brawl** (February 2019- June 2019)

Battle Royale game based on the game boy Advanced version of Final Fantasy Tactics. Developed with a custom 2d game engine made in C++ using SDL2.

### **Andro Dunos Remake** (February 2019- June 2019)

Remake of the classic scrolling shooter originally made for Neo Geo AES, Neo Geo CD and Dreamcast. Developed in C++ using SDL2.

## EDUCATION

### **2012 - 2013**

3<sup>rd</sup> Form (English School)  
*Aiglon College*

### **2005 - 2012 / 2013 - 2017**

High School Graduation  
*Jesuïtes de Casp*

### **2017 - 2021**

B.D. in Video Game Design  
and Development  
*Universitat Politècnica de  
Catalunya*

### **2017 - 2017**

Intensive summer course in  
Game Design  
*Centre de Comunicació  
Imatge i So (CEV)*