






JOAN LLUIS


PRODUCER

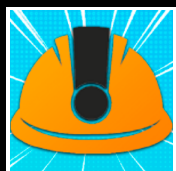
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ABOUT ME

Let me introduce myself, I am a videogame passionate who works in the videogame industry with more than 3 years of experience. I started in the industry as Junior QA at Ubisoft but a year ago I jumped to the role that best fits me, Producer, at Tilting Point.

EDUCATION

Multimedia mention in Videogames 2016 - 2020

La Salle, University Ramon Llull

I learnt: Programming (C, C++, C#, Python, HTML, CSS, JavaScript, PHP), Adobe Suite, Unity, Unreal.

EXPERIENCE

Junior QA Tester

2020 - 2022

Ubisoft Barcelona

Testing the videogame Rainbow Six Siege during their live development inside the Balancing team. Managing the different seasons changes as the QA owner of a feature.

Producer

2022 - Now

Tilting Point

Make sure the live and new games follow the processes and apply Agile methodologies. Working on mobile games as Warhammer: Chaos & Conquest, Operation New Earth and future projects.

University Teacher

2023 - Now

La Salle, University Ramon Llull

Teaching 3D Graphics Programming and Design & Usability 1 to students from Multimedia and Informatics Engineers.

EXPERTISE

- Communication
- Team Worker
- JIRA
- Confluence
- Adobe Suite
- QA
- Unity & Unreal
- Programming