MIQUEL GUSPÍ TRICAS

GAME PROGRAMMER & TEACHER

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Portfolio: https://mikygt21.github.io | GitHub: https://github.com/mikygt21

About Me

I'm a passionate programmer with strong knowledge in **C**, **C++** and **C#**. My expertise includes building games and other immersive experiences with both **Unity** and **Unreal Engine** 5; troubleshooting and **QA testing**. Committed to clean code and **SOLID** principles, as well as giving a hand to anyone who needs it. Along with my dedication and communicative skills, my passion helps me to work well both independently and as part of a team.

Technical Skills

Languages: *English*, *Spanish*, *Catalan*
Programming languages: *C*, *C++*, *C#*, *Java*, *JavaScript*, *Python*, *Kotlin*
Tools: *Visual Studio*, *Unity 2D/3D*, *Unreal Engine 5*, *SDL*, *SFML*, *Jira*, *Agile*, SOLID, *TestRail*

Professional Experience

Programming Teacher - C++ / Unity / Unreal Engine *October 2022 - Present day*
Freelance

- +150 programming lessons for over 30 university students using C, C++ and C# languages
- Video game development using Unity 2D/3D with C#
- Video game development using Unreal Engine 4 & 5

Workshop Teacher - Introduction to Unreal Engine *October 2022 - July 2026*
ENTI-UB *Barcelona, Catalonia*

- Delivered over 30 hands-on workshops introducing Unreal Engine to high school and vocational students
- Content based on a predefined syllabus (by ENTI) to ensure consistent learning outcomes across sessions
- Provided an engaging first contact with real-time 3D software for students with little to no prior experience

- Explained core concepts such as the interface, materials, and basic blueprints
- Encouraged experimentation and creative exploration within the engine

Virtual Reality Technician *October 2024 - July 2026*
ENTI-UB *Barcelona, Catalonia*

- VR hardware maintenance (Rokoko MotionCapture suite, Oculus Quest VR googles, Virtuix Omni Treadmill platform)
- Developed 3 VR projects using Unity Engine
- Inventory - Equipment and gear reservation and cession

QA Internship *March 2023 - March 2024*
Ubisoft Mobile Barcelona *Barcelona, Catalonia*

- Performed functional tests on 2 specific ***Invincible: Guarding the Globe*** features to ensure the best end-user's experience.
- Delivered over 120 feedback reports to the development team on a regular basis and on-demand.
- Reproduction and isolation of +90 bugs to assess their probability and severity.
- Worked closely with other departments.
- Performed and created 5 test plans via TestRail.

Education

ENTI-UB Barcelona, Catalonia
Bachelor in Design and Development of Video Games and Serious Games

Projects

Full list (completed and in development): https://mikygt21.github.io/#projects

- ***The Dev Cave website - Unity Tutorials***
  Website with tutorials for newcomers to Unity Engine.

- ***TicTacToe Game***
  Classic TicTacToe game for Windows x64 using C++17 and SFML 3.0 focused on following *SOLID* principles.

- ***Space Outlaws***
  3D Sci-fy shooter where the aliens are invading the galaxy and must be stopped using your shooting and parkour skills.

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