

Joan Hervás Roldán

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About

Computer Science student, with great interest in graphics and virtual reality. Eager to learn and apply new and known concepts to the professional field. Quick learner and highly adaptable to new environments. Looking for a job opportunity to develop my skills and gain experience.

Web portfolio: joanherrol.github.io

Experience

Currently I have no work experience. However, I have done some software and game development projects, both in university and in my free time. Links to these projects can be found in my web portfolio linked above (which in itself is a web development project), but I will briefly explain some here.

Shoot 'em up! (Video Game project):

Short video game project I made in two weeks for the itch.io game jam LowRezJam2022. The challenge of the game jam was to design a complete game with a resolution limitation of 64x64 pixels or lower. To be put into context, the original Game Boy screen resolution was 160x144 pixels. It is a hard challenge to fit UI and gameplay into only 64x64 pixels while keeping everything readable and nice looking, but I think I did a good job. I did the art, music and code of the game. I used sound free sound effects from the internet, but modified them to fit the retro aesthetic. My entry got a lot of positive feedback, and I placed 33rd in general score and 11th in gameplay of a total of a total of 425 entries.

A Simple Language Compiler (University project):

A project I did for the university subject Compilers (CL), with a duration of 4 months. The aim of the project was to create a compiler for A Simple Language (ASL), that parsed, checked for errors and compiled the code into t-Code, a low level 3-address code, to be later executed in the tVM virtual machine. The project was done using ANTLR4 and C++, and had to be built on top of a given compiler skeleton. I was graded a 10/10 in this project.

Pug Adventure (Video Game project):

Short video game project that I made in one week during summer to use some art assets I had created and didn't use in the end. The aim of this project was to create a short, simple but fun game that felt polished. My secondary aim was to try to use C# code conventions and make nice, readable code. That is why I also decided to make the whole project code and assets public on GitHub, so that anyone that wants to learn game development can use them.

Education

- **Bachelor's Degree in Computer Science, Study Abroad (2023)**
Incheon National University, Incheon, South Korea
 - **Bachelor's Degree in Computer Science, Computation (2019 - Current)**
FIB, Universitat Politècnica de Catalunya (UPC), Barcelona, Spain
Honors in Interaction and Interface Design (IDI), Video Games (VJ) and Informatic Logic (LI).
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Skills

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|---------------------|---------------------|
| ● C, C++, C# | ● Java |
| ● Python | ● OpenGL |
| ● Matlab | ● GLSL |
| ● Unity (2D and 3D) | ● Technical writing |
| ● Problem Solving | ● LaTeX |

Languages

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|-----------|--------------------|
| ● English | - CAE, C2, 200 pts |
| ● Spanish | - Native |
| ● Catalan | - Native |
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