

# Noé Pagés Puertas.

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## Profile.

I am a BSc (Hons) Games Development graduate with a keen interest in low-level programming and strengths in C++, vector maths, version control, graphics programming, physics based animation techniques and concurrent and parallel models. In my final year, *Nvidia* has sponsored my honours project in “*Position Based Dynamics on the GPU using Shells*” with the donation of two high end graphics cards. Furthermore, I have extensive, professional experience as a multimedia designer in different fields. This range of multidisciplinary roles I have undertaken highlight my versatility and eagerness for adapting to new challenges.

## Education.

- Edinburgh Napier University, Edinburgh. Sep 2013- June 2015.  
**Degree in Video Games Development.** Expecting First-class.

**Honours project:** *Narrow collision detection for soft bodies on the GPU.*

**Modules include:**

*Games Engineering: Creation of a game engine using Bullet and Irrlicht.*

*Graphics Programming: Intensive vector maths with exploration of OpenGL functions and shaders.*

*Physics based animation: Study and implementation of popular techniques used in physics engines.*

*Fundamentals of parallel systems: Using a message passing pattern, processes and channels.*

*Concurrent and parallel systems: Data, task and distributed parallelism theory and techniques.*

- Edinburgh Telford College, Edinburgh. Aug 2011- June 2013.  
**HND in Computer Games Development.** Grade A.

**Finished game:** *Farmocalypse.*

- Wob3 Media Center, Lleida. Sept 2002- June 2004.  
**HND in Multimedia Production.**
- Escola de Formacio Agricola, El Plà, Lleida. Aug 2001- June 2002.  
**HND in business management and Marketing.**
- Universitat Autònoma de Barcelona, Barcelona. Aug 2000- June 2001.  
**First year of Philosophy.**
- Col·legi Maristes Montserrat, Lleida. Sept 1998- June 2000.  
**Higher education in Literature** (Equivalent to A-Levels)

## Work History.

### *Highlighted work experience; miscellaneous.*

- Edinburgh Napier University, Edinburgh. January 2015 - Currently.  
**Programming Fundamentals Demonstrator**  
*Supporting large groups of students debugging C and C++ applications.*
- Sandeman's New Europe, Edinburgh. September 2012 - Currently.  
**Night Tour Guide / Partner Relations Officer**  
*Highly team based job.*
- The Wee Windaes, Edinburgh. December 2010 - September 2011.  
**Waiter**  
*Fast paced environment where I had to cope with a great number of tasks simultaneously.*
- Ibiza International Film Festival, Ibiza. May 2011.  
**Lead Graphic Designer**  
*Worked in an international atmosphere creating adverts with very tight deadlines.*
- Waita TV, Lleida. January and February 2011.  
**Freelance Lead Motion Graphics Designer**  
*Coordinated a team which produced an animated 3D advert to enhance the identity of a TV channel.*
- Forest Cafe, Edinburgh. July 2010 - January 2011.  
**Media Manager Coordinator (SVE)**  
*First experience abroad where my communication and problem solving skills evolved to a new level.*
- Canal Catala, La Manyana TV, Lleida. September 2005 - August 2009.  
**Motion Graphics Designer / FX.**  
*Gained professional experience and learned how to work as part of a team.*
- ADP Academy, Lleida. September 2003 - June 2005.  
**Multimedia Teacher.**  
*Developed techniques to explain new concepts to adult students.*

### *Video game industry experience.*

- Ludic Games, Lleida. October 2009 - June 2010.  
**Video Game Retailer.**  
*Gained a good understanding of video games customers and what they look for.*
- Grin, Barcelona. Several days during Winter 2008.  
**Volunteer tester for *Wanted: Weapons of Fate* for XBOX 360.**  
*Conducted a methodical, systematic review of the game to identify flaws. Compiled a detailed critical analysis report to feed back to the developers before release.*