

# LLUÍS MOREU FARRAN

PRODUCER



CONTACT ME

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[youis11.github.io](http://youis11.github.io)

## ABOUT ME

I expect to exploit my skills as a trained **producer**; by helping the team get obstacles out of the way and organising and tracking processes, all this while adapting, knowing people and new practices to develop impactful video games.

I have participated in **8 gamejams** using **Unity** and **Unreal**.

Favourite video games: Borderlands, Dishonored, It Takes Two and the We Were Here series.

## PROJECTS

### LUNARPUNK (PRESENT)

- **Producer** for 38 people
- Used Scrum, Excel, Scheduling, Unreal, HackNPlan

Moderating meetings, coordinating between tutors with the rest of the team, coordinating production and programming teams, team [planning](#), managing Discord and HacknPlan and playing the role as **QA Lead**.

### [THE WITCHER: A BARD'S TALE](#)

- **Producer** for 40 people
- Used Scrum, Excel, Team Management, ClickUp

Defining [scrum teams](#), coordinating between scrum masters and team leads, moderating scrum meetings and finally organize the deliveries and its presentations.

## COMPETENCES

- **Project Management:** Task management, planning, Scrum (Google Certificate), Trello, HackNPlan, Jira, ClickUp.
- **Coding:** C#, C++, C, Unity, Unreal, Git, Perforce.
- **QA:** bug reporting, workflow & template setup.
- **Microsoft Office** & Windows Specialist (2015)
- **Soft skills:** adapt, listen, problem solve, prioritize.
- **Languages:** English (B2 2016), Spanish (native) & Catalan (native)

## EDUCATION

### 2022 - PRESENT

VIDEOGAME MARKETING, COMMUNICATION & PRODUCTION MASTER  
*Voxel School - UCM (Madrid, Spain)*

### 2022

PRODUCTIVITY & PERSONAL DEVELOPMENT MASTER  
*Universidad Camilo José Cela - (Madrid, Spain)*

### 2017 - 2021

VIDEOGAME DESIGN & DEVELOPMENT DEGREE  
*CITM - UPC (Terrassa, Spain)*

## WORK EXPERIENCE

### [PLAYSTATION TALENTS \(PRESENT\)](#)

- 3 months internship assisting on **production**, marketing and communication tasks. Also **QA testing** for PSTalents games.
- Used Excel, Word, adaptability, creativity.

### [ENDESA](#)

- 12 months scholarship programming **Excel Macros**.
- Used Excel, SAP, adaptability, problem solving.

### [ESPRONCEDA-INSTITUTE OF ART & CULTURE](#)

- 6 months internship **managing** international artists.
- Used Team Management, **Budget reporting**, Market research, communication, listening.

## PROJECTS SHOWCASE

[github.io/youis11](http://github.io/youis11)



[youis11.itch.io](http://youis11.itch.io)

