Pol Rovira Aguilar

Objective

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Player-focused game designer with a strong foundation in gameplay systems, player psychology, and iteration. Passionate about creating mechanics and experiences that are intuitive, rewarding, and engaging. Experienced in designing gamified systems for diverse audiences, with a deep understanding of game feel, balance, and player motivation. Seeking to contribute to teams building meaningful, replayable, and impactful games.

PROFESSIONAL EXPERIENCE

Game & Web Developer (Universitat de Manresa – Manresa, Spain | Oct 2019 – Present)

- Led the design and development of **Management Colors**, a gamified learning game focused on management principles, resulting in increased student engagement and measurable knowledge retention.

- Created modular gamified systems for health sciences education (Speech Therapy, Physiotherapy), improving user interactivity and course satisfaction scores.

- Built interactive prototypes in Unity (C#) with web integration; iterated features through user testing and educator feedback loops.

- Translated learning objectives into intuitive mechanics, balancing cognitive load and playability.

- Collaborated cross-functionally with educators, developers, and instructional designers.

EDUCATION

Master's in Video Game Development (In Progress)
Universitat Oberta de Catalunya

Bachelor's in Multimedia Applications & Video Games (2017 - 2021)
Universitat de Vic – UCC

Projects & Prototypes

Sentient: Pixel Art Metroidvania (In development - Solo)

- Designed combat and traversal mechanics with responsive movement and tight hitbox tuning.

- Iterated levels using playtesting feedback to fine-tune player challenge and flow.

- Social Media: https://www.instagram.com/sentienthegame/

3D Soulslike Game (Demo Level - Solo)

- Built player interaction systems (inventory, pickups, door logic) in Unity.

- Focused on intuitive controls, spatial feedback, and early-game tutorial clarity.

SKILLS

- **Game Design**: Systems design, player experience, feedback loops, core mechanics, iteration, rapid prototyping
- **Technical Tools**: Unity (C#), Git, Trello, Figma, Illustrator, Photoshop
- **UX & Collaboration**: Player empathy, team communication, feedback incorporation, agile workflows
- **Languages**: Catalan (native), Spanish (native), English (fluent)