

# Marc Calvet

## Frontend Game Developer | iGaming & HTML5 Games

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Frontend Game Developer specialized in HTML5 and iGaming. I build high-performance browser games using PixiJS, Phaser and Canvas, with experience in slot-style mechanics, PRNG-driven systems and production-ready frontend architectures. I focus on clean, reusable codebases optimized for performance and scalability.

## WORK EXPERIENCE

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### Zitro - Junior Developer (C++)

Nov 2024 - Apr 2025

Sant Quirze del Vallès, Spain

- Developed bingo and slot games in a production environment, collaborating with QA and Level Design in Agile.
- Implemented and maintained slot state flows for both base game and bonus features.
- Handled visual animations and sound effects (SFX) integration using Spine.

### Freelance - HTML5 Game Developer

Jan 2024 - Present

Remote

- Frontend HTML5 game development using PixiJS and TypeScript for browser-based games.
- Implementation of structured game state flows, animations, and interactive UI systems.
- Strong focus on performance, reusable architectures, and multi-resolution support.

### Dolores Entertainment - Intern Developer (Unity C#)

Aug 2024 - Nov 2024

Remote

- Worked on gameplay logic, player interaction flow, and feature iteration within a structured game loop.
- Collaborated with clients to clarify gameplay and technical requirements, translating them into features.

## KEY PROJECTS

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### [Mini iGaming Web Games](#) - React (JavaScript)

Freelance - 2025

- [Showcase](#) of simple iGaming web games such as slots, dice, and others.
- Includes a random generator used to visualize performance and artistic patterns.
- All random outputs are generated by a custom WebAssembly PRNG built with C++.

### [Flappy Bird Remake](#) - PixiJS (TypeScript) - 2D Casual

ENTI - 2024

- Fully responsive game, optimized for multiple screen resolutions and aspect ratios.
- Used design patterns like Singleton, Decorator, Object Pooling and Observer for performant, decoupled systems.
- Featured a [client-server](#) online ranking system built with TypeScript, Azure Functions and Cosmos DB.

## EDUCATION

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### Escola de Noves Tecnologies Interactives - Universitat de Barcelona

- Bachelor of Applied Software Engineering for Game Development.

2021 - 2025

### Institut La Llauna

- Technological Highschool Diploma.

2017 - 2019

## SKILLS & TOOLS

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### Technical Skills

- JavaScript; TypeScript; Phaser; PixiJS; HTML5 & CSS3; React; Unity (2D/3D); Tailwind; Vite; Git; Jira; Azure Cloud

### Competencies

- Gameplay Systems; OOP & Design Patterns; Web & Cross-Platform Games; REST APIs; WebSockets; CI/CD; Agile

### Languages

- Spanish (Native); Catalan (Native); English (C1 - Professional working proficiency)