CÉSAR MOLTÓ MORILLA

SOFTWARE AND GAME DEVELOPMENT STUDENT

PROFESSIONAL SUMMARY

I am a dedicated and passionate 20 years old game and software developent student with some projects in my portfolio. I specially developed 2D and 3D games, however I also worked on the development of different applications, some of them with Virtual Reality technology.

I am looking for internship or temporal job opportunities, during the summer, where I can expand my skills and get useful experience to grow as a professional in the software and game development industry.

Take a look at my portfolio here:

stalermax.github.io

KEY STRENGTHS

I am very skilled at self-learning, C#, C++ and Java programming, team working, and using graphic engines like Unity or Game Maker, frameworks like Angular or Ionic and environments like Visual Studio.

Also, I have really strong English communication skills, very good knowledge using Microsoft tools like Word, Excel or PowerPoint, and Adobe tools like Premiere, Photoshop or After Effects.

GET IN CONTACT

Email: **staleryt@gmail.com**
Web: **stalermax.github.io**
Twitter: **twitter.com/StalerMax**

PREVIOUS EXPERIENCE

CO-FOUNDER AND SOFTWARE DESIGN LEADER

JECOM (Junior Enterprise Consulting of Midlands) - Irish Junior Enterprise (2018 - 2019)

Responsible for leading an international team of programmers and designing the software functions. I am also in charge of designing the user interfaces and programming some of the software features.

GAME PROGRAMMER

4 Freaks Fiction - Spanish Junior Enterprise (2018 - Present)

Responsible for programming different game features with a programming team using the Unity 3D engine and the C# language.

PREVIOUS EDUCATION

UNIVERSITY OF ALICANTE (SPAIN)

Bachelor of Engineering (Honours) in Multimedia Engineering and Digital Entertainement (2016 - 2020)

- Development of Room Maker a Virtual Reality application using the Unity engine and the Oculus hardware.
- Currently finishing the 3th year.
- 4 years degree
- Average grade of 7.6 out of 10.

ATHLONE INSTITUTE OF TECHNOLOGY (IRELAND)

Exchange Year - Erasmus + (2018 - 2019)
Bachelor of Engineering (Honours) in Software Design and Game Development

- Working as the software design leader of JECOM on the development of an application for the Athlone Institute of Technology.
- Realization of several group projects with members of different nationalities.
- Participation in the Games Fleadh 2019.

OTHER INTERESTS

I am very fond of electronics, robotics and 3D printing. In my spare time I like to participate in Game Jams to see how far I can get developing a game in a short period of time. I also really like the sport due to is the best way I have to disconnect from the work and relax for a moment.