ARTUR
MARTÍ GELONCH

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🚗 Driving license, car

PROFILE

Multimedia Engineer. Computer graphics and Virtual Reality as main fields of interest.

I consider myself a responsible and a creative person; with solving capacity, willingness to learn and motivated for new challenges. I feel passion for technology, research and innovation.

LANGUAGES

Catalan (native)

Spanish (native)

English (high)

COMPETENCIES

Solving capacity

Creativity

Responsibility

Organization

Team working

Proactivity

EDUCATION

2022 **VR and AR course of the Master in Innovation and Research in Informatics**
Universitat Politècnica de Catalunya, FIB, Barcelona.

2017-2021 **Multimedia Engineering**
La Salle, Universitat Ramon Llull, Barcelona.

2015- 2016 **Biotechnology (first course) •***URV, Tarragona.*

UNIVERSITY'S MOST HIGHLIGHTED PROJECTS

Object oriented programming: Java, C++ environments, team projects.

Web development: e-commerce project.
Backend: virtual environment vagrant, language PHP, JavaScript and SQL.
Frontend: JavaScript, HTML5 and CSS.

Databases: SQL development (MySQL, PhpMyAdmin, etc.)
BBDD designing and programming.
Safety: statements and SQL injection.

Design and usability: User Experience.
Product and interface's design (UIs).
Usability tests.

Virtual Reality: upper extremities exercises for rehabilitation patients.
Virtual scene and monitored exercises.
Environment design, software programming and asset modelling.
Unity and Unreal Engine 4.

EXPERIENCE

2022 **Fira Barcelona, Arpo.** *Barcelona*
IT Technician. Mobile World Congress.
- LANs configuration and checking.
- Computer technician during the event.
- TCP / UDP protocols
- IEEE 802.11 b/g/n/ac protocols
- IP, IP Subnet Mask, etc.
- Computer technician during the event.

2021 **NTT Data (Everis).** *Barcelona*
Internship. Area of Digital Experience.

Graphics Developer
Web Developer.
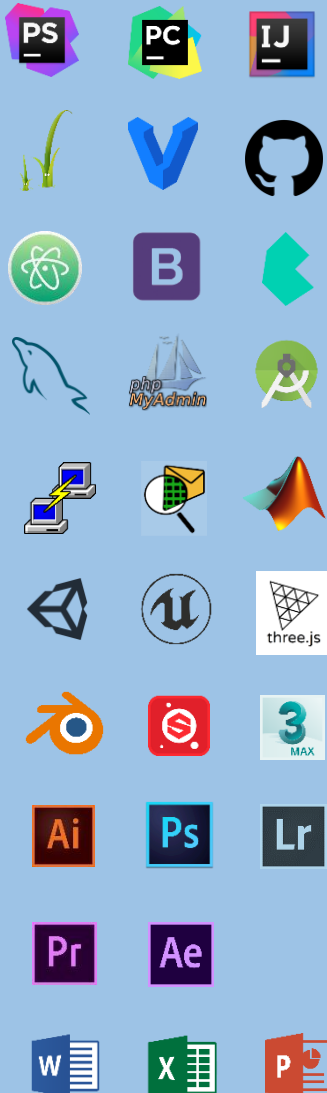
Computer Graphics on the web. Improving user's 3D experience through web browsers:
- Babylonjs engine with TypeScript (WebGL).
- Integration with React library.
- Adobe Experience Manager frameworks.

2019-2021   **La Salle URL.** *Barcelona*
Research Internship. Engineering department.

Functions
-   Research in digital image's processing.
-   Programming algorithms about processing pressure injuries images.
-   Designing and programming the logics and the user interface.
-   Working environment: Python.

2020   **Fira Barcelona, Arpo.** *Barcelona*
IT Technician. Mobile World Congress.
-   LANs configuration and checking.
-   2 weeks of experience despite the event's cancellation.

2016-2019   Combining studying with working:
FCBarcelona, Randstad. *Barcelona*
-   Access control steward • 2018-19.
Costa Dorada Logistik GmbH. *Berlin*
-   Warehouse assistant • Summer 2017.
La Boella, Grupo Reside. *Tarragona*
-   Waiter • 2016-17.

COMPLEMENTARY EDUCATION

- Certificate in Advanced English (C1) • *Barcelona*, 2020.

- CISCO CCNA 1, Routing & Switching • La Salle URL, *Barcelona*. 2020.

- First certificate in English (B2) • *Reus*, 2014.

OTHERS

Fond of Virtual Reality
Developer of environments and virtual experiences; small sized VR projects.

Game Jam from itch.io
Role: artist. The goal was to make a game to be played by only using 2 buttons.
https://jroig24.itch.io/planext • 2020

Interested in Data Science
I voluntarily took part in a research project with the *Universitat Rovira i Virgili* (Reus and Tarragona), about data management and processing from NMR spectra • 2020-2021.

Volunteering in *Parc Sanitari Sant Joan de Déu* **(Sant Boi)** • 2018-2019
Course about basic computer science's skills to mental health patients.

Volunteering in *Banc dels Aliments*, Reus and Tarragona • 2014-2019

Member of the **Scout Group** *AEG Ben Enllà* (Reus). As an i**nstructor** the last two years • 2010-2016.