



CONTACT:

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 [Marsta \(Itch.io\)](https://dovo2000.itch.io/)

 <https://dovo2000.github.io/>

LANGUAGES:

- Spanish
- Catalan
- English

SKILLS:

- Object oriented Programming
- Unity (C#)
- C++
- Unreal Engine
- Godot
- JavaScript
- React.js / ReactNative
- HTML5
- CSS3
- Git
- Agile

INTERESTS:

- Videogames
- Gameplay programming
- Game design
- Level design
- Front-end web programming
- Software programming
- Volleyball

David Martín Ballesta

ABOUT ME

Gameplay programmer with interest in game and level design. Graduated in Interactive Digital Content with additional formation in web development, with the desire to learn and develop his knowledge professionally in the video game and interactive applications or front-end web development industry. I consider myself a dedicated person and a teamplayer thanks to my years as a student in university and as a volleyball player.

EXPERIENCE

UNITY DEVELOPER (CURRENT)

UNITY / C# PROGRAMMER

Indie game dev for an unannounced project with game & level design, gameplay and systems programming in C# in Unity Engine

SCARECROW STUDIO (2021)

QA TESTER

University internship at Scarecrow Studio

EDUCATION

FORMATION IN FRONT-END WEB DEVELOPMENT (2023)

Training course at CIFO Hospitalet where I acquired and developed knowledge for HTML5, CSS3, Vanilla JavaScript, React.js and ReactNative.

UNIVERSITY DEGREE IN DIGITAL INTERACTIVE CONTENT (2018 - 2022)

University degree in videogame design and videogame programming at ENTI-UB where I developed my knowledge in Unity and diverse videogames engines, object oriented programming (C++, C#), game desing, agile... In addition to publishing two games as yearly projects on itch.io.

TECHNOLOGICAL HIGH SCHOOL DIPLOMA(2016 - 2018)