Marina Chavarria Gonzalez

Junior game programmer

ABOUT ME

I'm a junior game programmer specialized on object-oriented programming. Although I at my fourth year of university, I have already done a great variety of projects on my own, won several awards, done over 13 game jams and worked for a videogame company. I'm a very enterprising person, outgoing and eager for new experiences.

CONTACT

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📍 Mataró, Barcelona

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Nationality: Spanish & Australian

Date of birth: 13/12/2000

Gender: Female

LINKS

Portfolio:
https://marinachavarria.netlify.app/

Linkedin:
https://www.linkedin.com/in/marina-chavarria-gonzalez/

WORK EXPERIENCE

XNERGIC TECNOCAMPUS

I work with Xnergic, a company that's gives different technology curses during the year to children. I have done all the way from Unity and C# to Arduino.

INTERSHIP AT KANEDA GAMES SL

I work for 3 months for unpublish project. I was with a programming team following their coding conventions, making physics, player controllers, AI, and making the game structure all the way from the menus to the game modes.

PROJECTS

IT HAS TO BE YOU | UNITY GAME

July 2021

- Narrative puzzle for my third year final project.
- All the team work for three months to make the game. We did different puzzles systems and also an inventory system.

CUBE'S SIDE! | UNITY MOBILE GAME

September 2021

- A puzzle game with two game modes, one with linear levels and the other one with randomly generated levels.
- The game was created only by myself with Unity, and it has an Ads system and a progress saving system.

Over 10 games more on my Itch.io

GAME AWARDS

CAECUS
King Game Jam
Overall best game – 2019

It's a game experience, to feel how it is to be walking as a blind person in the middle of the city.

CODEBOX
Siemens Gamesa Hackathon
Second place – 2020

An AR tool to program. There is a visual code blocks system to program objects in 3D space and AR.

BABY KING
IndieDevDay Game Jam
Honourable mention – 2020

It's a card game that appeared at the magazine DeVuego.

WORLD CLASSATE
Siemens Gamesa Hackathon
First place – 2021

Educational app that we won with 2.500€ and opportunity to develop the app with 15.00€.

FORMATION

VIDEOGAME DESIGN | TECNOCAMPUS

2018 - Currently studying

Im currently on my forth year studying videogames design at Tecnocampus Mataro.

LANGUAGES

English: High

Spanish: Native

Catalan: Native

SKILLS

- C#
- Unity
- Unreal engine
- Lua
- Defold
- R