



# Marina Chavarria Gonzalez

Junior programmer

## WORK EXPERIENCE

### XNERGIC TECNOCAMPUS

I work with Xnergic, a company that's gives different technology curses during the year to children. I have done 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 guideline, making physics, player controllers, and making the game structure of all the way from the menus to the game modes.

## GAME AWARDS

### CAECUS | BEST GAME AT KING GAME JAM

November 2019

- Me and my team were chosen to participate at *Not Only Games* game jam for King.
- We had three days to design and develop a videogame with a theme. In the end our game won overall Best Game.

### CODEBOX | 2nd PLACE AT HACKATHON OF GAMESA

October 2020

- CodeBox was an AR programming tool for children to learn the basics of robotics and programming.
- With this project we won second place at Spanish Startups hackathon with a price of €1.500.

### BABY KING | HONORABLE MENTION AT INDIEDEV GAME JAM

October 2020

- We got honorable mention at IndieDevDay game jam.
- Our game was also appeared at the magazine [DeVuego](#), from been one of the top best games at that game jam.

### WORLD CLASSMATE | 1st PLACE AT HACKATHON OF GAMESA

November 2021

- World Classmate is an educational app that approaches networking for students in a gamified way.
- At the hackathon the jury was made from Microsoft, Lego Education and Pixar with others, in the end we got a winning price of 2.500€ with the opportunity to develop the app with 15.000€

## 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
- Python
- Lua
- Defold
- R

## 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 work for a videogame company. I'm a very enterprising person, outgoing and eager for new experiences.

## CONTACT

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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/>