CARLOS TURRION

3D designer turned iOS app developer with a passion for creative code. Now, embarking on the exciting journey into frontend web development.

CONTACT

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INTERESES

CREATIVITY — PRACTICALITY
HISTORY — PHILOSOPHY
MUSIC — ARCHITECTURE
PROGRAMMING — 3D

💼 WORK EXPERIENCE

2020 - Present
iOS DEVELOPER

Deloitte DXD - BARCELONA
I have worked on applications for Coca-Cola, Uriach, Vienna, Financiera El Corte Inglés, and Bankinter.

2018 - Present
3D GENERALIST

Deloitte DXD - BARCELONA
I have worked for brands like Coca-Cola, Gallo, Pescanova, Prosegur, S&P, Uriach, Banco Santander, Grundig, Danone, Google (Tango), Proske, Clever...

2016 - 2018
3D GENERALIST

Pangea Reality - BARCELONA
Development of augmented reality (AR) and virtual reality (VR) projects for mobile devices. Design, modeling, texturing and animation of 3D models. Programming in C#.

🎓 EDUCATION

November 2021
B2 TOEIC Certificate
Test of English for International Communication

July 2021
Curso en HTML y CSS
Udemy, Jonathan Lifschitz

Feb - April 2021
iOS & Swift, The Complete iOS App Development Bootcamp
Udemy, Angela Yu, 65 hours

2014-2016
English Course, A2 and B1
Euroidiomes, Barcelona

2013-2014
Master in Video Game Design and Creation
FX ANIMATION, Barcelona

2009-2011
Higher Degree in Advertising Graphics
School of Art and Higher Design, Zamora

⚙️ SKILLS

PROGRAMMING
HTML, Css, Js, Three js, Json, SQLite, C#, Swift, Git

2D
Photoshop, Figma, Illustrator, Procreate

3D
Blender, 3Ds Max, Zbrush, Unity, Unreal, Ultimake Cura

LANGUAGES

ENGLISH	■■■■■□□	Intermediate-High (B2)
CATALAN	■■■■■□□	Intermediate-High (B2)
SPANISH	■■■■■■□	Advanced-High (C2)