

# **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



### **INTERESES**

CREATIVITY - PRACTICALITY

HISTORY - PHILOSOPHY

MUSIC - ARCHITECTURE

PROGRAMMING - 3D

### WORK EXPERIENCE

2020 - Present Deloitte DXD - BARCELONA

ios I have worked on applications for Coca-Cola,

**DEVELOPER** Uriach, Vienna, Financiera El Corte Inglés, and

Bankinter.

2018 - Present Deloitte DXD - BARCELONA

3D I have worked for brands like Coca-Cola, Gallo,

Pescanova, Prosegur, S&P, Uriach, Banco Santander, Grundig, Danone, Google (Tango),

Proske, Clever...

2016 - 2018 Pangea Reality - BARCELONA

3D Development of augmented reality (AR) and

**GENERALIST** virtual reality (VR) projects for mobile devices. Design, modeling, texturing and animation of

3D models. Programming in C#.



## EDUCATION -----

**GENERALIST** 

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



**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 •

CATALAN •••••

Intermediate-High (B2)

Intermediate-High (B2)

SPANISH •••• Advanced-High (C2)