

Marc Anglés Castillo

Software Developer

About me

Developer with a strong passion for coding.

Collaborating at Nakshisoft as Game Developer creating an exciting tower defense for Windows in Unity.

Studied a Computer Engineering Degree at UB - Universitat de Barcelona.

Multifaceted programmer with experience in multiple programming languages and technologies such as Salesforce, Unity, RESTful APIs with SpringBoot, Unreal Engine 4, C# Mono, Java JSP, Google Cloud, JS Bootstrap or PL/SQL.

I'm also well versed in the Agile Methodology and used it, although sometimes with a flexible perspective on what Agile means, in most of the projects I've been assigned to as developer.

In a more personal field I enjoy my free time with a wide variety of hobbies like videogames, boardgames, woodworking or inline skating. I also help, with my partner, in local animal shelters by fostering orphaned kittens during the first stages of their lives until they are ready for adoption.

14/04/1989

Contact



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(08301) Mataró



ooiin.github.io

Certificates and courses

Desarrollo de juegos con Unreal Engine de o
a profesional in Udemy

| 2023

Google Cloud Associate Cloud Engineer

| 2022

Java Introductory course at Luz Tecnologías
de la información

| 2015

Programming Languages

- C
- C++
- C#
- Java
- Javascript
- HTML
- CSS
- PHP
- Python
- SQL
- Matlab

Work Experience

Cloud Developer

GFT (Sant Cugat) | 01/sep/2023 - 31/jan/2024

- Implementation of a native version of Openshift in Google Cloud

Salesforce and Kimble administrator

GFT (Sant Cugat) | 01/apr/2019 - 31/feb/2023

- Administration of a Kimble system on the Salesforce platform
- Helpdesk with the internal users of the Kimble system
- Deployment and of improvements and updates to the system

Java developer

GFT (Sant Cugat) | 01/oct/2017 - 30/apr/2019

- Implementation of a tool in JSP for banking
- Implementation of the backend in Java and a custom Spring framework

Unreal Engine and Monodevelop developer

3DTech OmegaZeta | 04/jul/2016 - 04/jun/2017

- Implementation of an interactive screen in Unreal Engine 4 for the Natural History Museum in Doha, Qatar
- Implementation of an interactive screen in Monodevelop for the Natural History Museum in Doha, Qatar

Junior Java Developer

GFT (Sant Cugat) | 28/jun/2015 - 04/jul/2016

- Implementation of an interactive screen in Unreal Engine 4 for the Natural History Museum in Doha, Qatar
- Implementation of an interactive screen in Monodevelop for the Natural History Museum in Doha, Qatar

Languages

Spanish

Native

Catalan

Native. C1

English

Cambridge First Certificate
C1 equivalent

Education

Degree in Computer Engineering

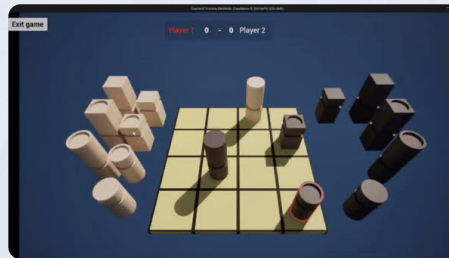
Universitat de Barcelona | 2011- 2015

Vocational training in Software Development

Institut Marianao | 2009- 2011

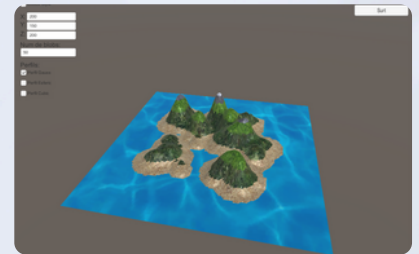
Projects

Quarto UE



Personal project to give UE4 a refresh after a long while. A prototype of the boardgame Quarto in UE4 Blueprints developed in a couple of weeks.

Graduation Project



My first foray in Unity was my grade project for the University. I created a terrain generator with gaussian noise. Given a set of parameters like size and amount of blobs, the random elements in the function, it generates a subset of islands randomly. This can be exported as a greyscale height map for future use.

Lightless



The first and only time I've worked with Raylib was with this little game developed for the Global Game Jam 2014. There I teamed up with a group of people I had never met before and created this short sidescroll shoot'em up about nightmares.