Pol Marti Cañizares

14 Sinera, Sant Quirze del Valles, Barcelona 08192, Spain
+34 628247837 • www.polmarticanizares.com • polmartic@gmail.com

TECHNICAL PURVIEW

Languages & Technologies: C/C++, C#, HTML5, CSS3, jQuery, Java, Python, Open Shading Language (OSL)
Game engines: Unity, Blender Game Engine
3D / 2D software: Blender, Adobe Photoshop
Mathematics software: Matlab
Others: LaTeX, Microsoft Office, LibreOffice

EDUCATION

- **Double degree: Telecommunications Engineering & Mathematics degree**   **Barcelona, Spain**
  Polytechnic University of Catalonia (BarcelonaTECH)   *2007 – 2013*
  Interdisciplinary Higher Education Centre (CFIS)
  6 years degree (Bachelor's + Master's degree equivalency)

  - ◇ Information: CFIS is a **center of excellence** that offers double degrees to the best students in Spain. Only the students with higher scores in high school and after succeeding in CFIS admission process are able to enter in the program (aprox. **0.3%** of the students in BarcelonaTECH).
  - ◇ Awards: Recognition of outstanding academic achievement
  - ◇ Final thesis publication: Pol Marti Cañizares and Daniela Tost Pardell. Design and implementation of a 3D serious game for cardiovascular surgery training. *UPCommons*, Jul. 2013. Identifier: http://upcommons.upc.edu/pfc/handle/2099.1/19580?locale=en.

WORK EXPERIENCE

- **Mathematical Programmer**   **Sant Quirze del Valles, Barcelona, Spain**
  Zitro Laboratory   *Feb 2015 – Present*

  - ◇ Tasks:
    - – Write and maintain C++ code for the mathematical/statistic library used in the games.
    - – Design and develop tools for the mathematical/statistics team in order to analyse game performance.

- **Independent Game Developer**   **Irvine, CA, US - Barcelona, Spain**
  PMC Games   *May 2014 – Feb 2015*

  - ◇ Games published:
    - – Sheep Escape (Android): https://play.google.com/store/apps/details?id=com.PMCGames.Sheepe
    - – Sheep Escape Lite (Android): https://play.google.com/store/apps/details?id=com.SheepEscape.lite
    - – No Escape VR (Android): https://play.google.com/store/apps/details?id=com.PMCGames.NoEscapeVR

- **University of California, Irvine (UCI)**   **Irvine, CAL, US**
  Signal and Image Processing Laboratory   *Oct 2013 – Apr 2014*
  Research employee

  - ◇ Advisor: Frithjof Kruggel, (949) 824-3729, fkruggel@uci.edu
  - ◇ Tasks:
    - – Researched in 3D visualization problems involving rendering semi-transparent features. Specifically focused on the representation of the brain white matter surface and the fiber bundles within.
    - – Developed a 3D computer graphics method that reproduces *stippling* artistic technique for rendering semi-transparent surfaces.

- **Estudis Electro-Mecànics S.L. (E2M)**   **Sabadell, Barcelona, Spain**
  Department of Electronics & Artificial Vision   *Jul 2011 – Sep 2011*
  Summer intern

  - ◇ Tasks:
    - – Studied and applied *Modbus* protocol in order to update the user configuration system of the Quality Control Machines through touchscreens.