

Pol Marti Cañizares

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TECHNICAL PURVIEW

Languages & Technologies: C/C++, C#, HTML5, CSS3, jQuery, Open Shading Language (OSL)

Game engines: Unity, Blender Game Engine

3D / 2D software: Blender, Adobe Photoshop

Mathematics software: Matlab

Others: \LaTeX , Vim, Office

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.
 - ◇ 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

- **C++ Developer** **Sant Quirze del Valles, Barcelona, Spain**
Zitro Laboratory *Feb 2015 – Present*
 - ◇ Tasks:
 - Write and maintain C++ code for the game logic and statistic library used in the games.
 - Design and develop tools for the 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, fkruessel@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.