

# Victor Martín

Videogame Development Student - Technical Artist in progress

c\ Sant Ferran, 27  
08940 Cornellà de Llobregat  
(Barcelona)  
(+34) 616 040 286  
vicmarball18@gmail.com

## LINKS OF INTEREST

[Portfolio](#) | [Linkedin](#) | [Github](#)

## LAST PROJECT

### Alien: Nemesis

Videogame created by a team of 23 people with a custom engine. I was in charge of the development of the particle system module from scratch, of documenting features of the engine and of communicating with the art team in regards of VFXs, among other things

## EXPERIENCE

### CITM (UPC), Barcelona: *Reinforcement Classes Teacher*

OCTOBER 2024 - CURRENTLY

Weekly reinforcement classes for 1st year university students in Programming, Maths and Physics

### Play Code Academy, Barcelona: *Extracurricular Teacher*

DECEMBER 2023 - JUNE 2024

Extracurricular Teacher of Programming and Robotics for kids in middle school

## EDUCATION

### CITM (UPC), Barcelona: *Videogame Design and Development Degree*

SEPTEMBER 2021 - JUNE 2025 (ONGOING)

Videogame Design and Development University Degree, focused in Team Projects and working under pressure, taught in English

### INS Miquel Martí i Pol, Cornellà de Llobregat: *Technological Baccalaureate*

SEPTEMBER 2019 - JUNE 2021

Average final grade: 9.00

## SKILLS

Responsible  
Problem-solving  
Troubleshooting  
Fast-learning  
Passionate  
Adaptable  
Open minded

## TECH STACK

**Programming Languages:**  
C, C++, C#, SQL, Flutter

**Game Engines:**  
Unity, worked in Custom Engines

**3D Modelling:**  
Maya, Blender, 3D Max, Substance Painter, ZBrush

**Currently Learning:**  
Houdini

**Extra:**  
Adobe Package, Office Package, DaVinci Resolve, Audacity

## LANGUAGES

Spanish - Native  
Catalan - Native  
English - Advanced  
Italian - Begginer