

Victor Martín

Videogame Development Student - Technical Artist in progress

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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

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, teached 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#, Flutter

Game Engines:
Unity

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

Currently Learning:
Houdini, SQL

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

LANGUAGES

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