

Victor Martin

Videogame Development Student - Technical Artist in progress

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(Barcelona)
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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, taught in English

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

SEPTEMBER 2019 - JUNE 2021

Average final grade: 9.00

LAST PROJECT

Alien: Nemesis

Videogame created by a team of 23 people with a custom engine. I was mainly in charge of the development of the particle system module, among other things.

Complete Portfolio: <https://vicmarball.github.io/>

SKILLS

Responsible

Fast-learning

Problem-solving

Troubleshooting

Passionate

Adaptable

TECH STACK

Programming Languages:

C, C++, C#, Flutter

Game Engines:

Unity

3D Modelling:

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

Currently Learning:

SQL, Houdini

Extra:

Adobe Package, Office
Package, DaVinci Resolve,
Audacity

LANGUAGES

Spanish - Native

Catalan - Native

English - Advanced

Italian - Beginner