# 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, teached 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

Versatile

Adaptative

## TECH STACK

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

**Game Engines:**
Unity

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

**Extra:**
Adobe Package:
*Photoshop, Illustrator*
Office Package:
*Word, PowerPoint, Excel*
Video Editing:
*DaVinci Resolve*
Audio Design:
*Audacity*

## LANGUAGES

**Spanish** - Native

**Catalan** - Native

**English** - Advanced

**Italian** - Begginer