



PROFESSIONAL SKILLS

C/C++
C#, Python, Lua, JavaScript and Dart
Visual Studio
Agile
Git
OpenGL
STL containers
Unity
Adobe Photoshop
Office package
3DS Max

CONTACT

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SOCIAL

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CHRISTIAN MARTÍNEZ DE LA ROSA

PROGRAMMER

ABOUT

I am a programmer who always liked to create games and tools. I started to program four years ago and I have created some games and tools from scratch. I really like to develop tools, as I developed a [3D game engine](#) with OpenGL and a Lua scripting system and a [3D tile-based map editor](#).

WORK EXPERIENCE

UNITY DEVELOPER

Learny Land | Feb 2021 - July 2021

- Create apps with Unity for Android and IOS

UNITY 3D/VR DEVELOPER

Nurogames | August 2021 - Present

EDUCATION

BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT

CITM-UPC | 2017 - 2021

TECHNOLOGICAL BACCALAURATE

INS Bruguers, Gavà | 2015 - 2017

AWARDS

Honors in Bachelor subject "Project 2" as a team leader

Honors in Bachelor subject "Artificial Intelligence" as team leader