CHRISTIAN
MARTÍNEZ DE LA ROSA

PROGRAMMER

ABOUT

I am a dedicated programmer with a passion for creating games and tools. Since I began programming in 2017, I have developed several games and tools from scratch. My experience includes developing tools such as a 3D game engine with an integrated Lua scripting system and a 3D tile-based map editor. Additionally, I have extensive experience in Unity and C#. For more information, please visit my website at christt105.github.io.

WORK EXPERIENCE

UNITY 3D DEVELOPER
Nurogames GmbH | August 2021 - Present

- Developer of Ashvin and PRECEPT WebGL platforms European Union's Horizon 2020
- Architectural 3D Simulators

UNITY DEVELOPER
Learny Land | February 2021 - July 2021

- Creation of educational apps with Unity for Android and IOS
- Worked in Code Land -Coding for Kids

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"

PROFESSIONAL SKILLS

C/C++, C#, JavaScript, Python and Dart
Unity
Godot
Git
Neo4J
Agile
OpenGL
STL containers
Adobe Photoshop
Office package
3DS Max

CONTACT

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✈ https://t.me/christt105

SOCIAL

🐙 christt105

in christianmartinezdelarosa