



ORIOl MARTÍN CORELLA



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<https://www.linkedin.com/in/urimartincorella/>



<https://dendritadev.github.io/PortfolioWebsite/>



Barcelona, Spain (open to move)

Check my website for more info about me and my data projects =>



EDUCATION

BSc Degree in Computer Science and Game Dev.(2021-2025) UPC - CITM

- Average Mark: 8.8
- **I got honors in 12 subjects: Including Data Analysis.**

BSc Applied Data Science (2019-2020) UOC

- **Completed only the first year**
- **Honors in 'Introduction to Data Science'**

BSc Degree in Psychology (2017-2021) UAB

- **Graduated with honors and the special award** for being the best student.
- **Bachelor's Thesis**, "Predicting Workplace Motivation Levels Using **Linear Regression** - A Self-Determination Theory Approach
- Average Grade: 8.6. **I got honors in 10 subjects.**

Courses - Certificates

- 15 Days of SQL: The Complete SQL Masterclass (15h)
- Python A to Z (55h)
- Descriptive Statistics (42h)
- Probability for Machine Learning (45h)
- Inferential Statistics for Machine Learning (57h)
- Power BI - BI for Beginners to Advance (35.5h)

DATA PROJECTS

A/B Testing in Candy Crush

Statistical analysis of a boost power change in Candy Crush.

Hypothesis testing and impact over time.

SQL, Python, A/B Testing, Linear Regression, Game KPI's

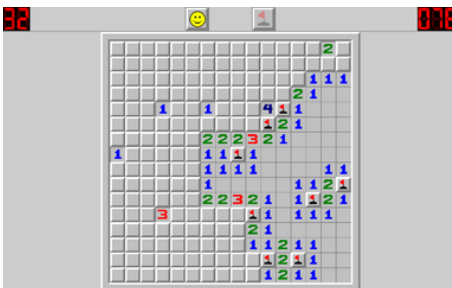


Project link

In-Engine Data Analytics & Visualization Custom Tools

Development of custom data analysis and visualization tools within **Unity Engine**: Heatmap Visualization, EDA, Group Comparison, Regression Analysis.

SQL, Python, Flask Backend, PHP Backend, A/B Testing, Linear Regression, Game KPI's, Heatmap Visualization, ML Agents



[Project link](#)

Ongoing Project: Videogame for Preoperative Anxiety Reduction in Children

Developing a therapeutic videogame in collaboration with Pallapupas to reduce preoperative anxiety in pediatric patients. Responsible for game development, backend implementation, and a scientific evaluation using A/B testing to measure its effectiveness.

Additionally, linear regression analysis to identify key gameplay variables (e.g., playtime, success rate) that influence anxiety reduction



PallAPuPas
PallaSsos d'hosPital

EXPERIENCE

Unity Developer 02/2024 - Currently

Developing AR applications (C#) and Serious Games. Responsible for **backend** (PHP) and **database creation & management**. Using **SQL** to store and analyze user data (**Python**). Occasionally generating reports to track user interactions

Dracma3D

Stack: Unity, C#, PHP, SQL, C++, Python, Salesforce, Zapier, PowerBI