



ORIOL MARTÍN CORELLA



633 568 397



Barcelona, Spain



oriolcorella98@gmail.com



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

EDUCATION

Bachelor's degrees in Video Game Design and Development

UPC - CITM

- Average Mark: 8.8
- I got honors in 11 subjects.
- C#, Unity, Vuforia

Bachelor's Degree in Psychology UAB

- Graduated with honors and the special award for the Bachelor's Degree in Psychology
- Average Grade: 8.6. I got honors in 10 subjects.

Courses - Certificates

- 03/2023 - 06/2023: **Frogames (500h)**: Development Path with Unity
- 05/2023 **Learnxr.io(60h)** VR Development With XR Interaction Toolkit & AR Development With AR Foundation

EXPERIENCE

AR Developer - Unity & Vuforia 02/2023 - Currently

Developing augmented reality applications using C#, Unity, and Vuforia for various projects. Industrial and retail sectors mainly.

Dracma3D

Stack: Unity, Vuforia, C#
Hardware: Mobile & Tablets

VR/AR/MR DEVELOPER - DESIGN DEPARTMENT 10/2023 - 02/2024

Development of interactive applications.
VR/AR/MR app development.

SEAT CUPRA S.A

Stack: C++, Unreal Engine 5.
Hardware: HTC Vive Pro 2, Varjo XR-3

AUGMENTED REALITY PROJECTS

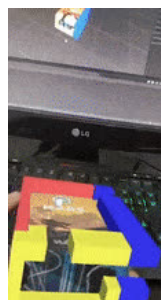
AR RELATED

Stack: Unity, C#, Vuforia, ARFoundation(ARKit, ARCore), OpenCV, Tensorflow, ManoMotion

Vuforia: Image Target, Multi Target, Cylinder Target, Object Target, Cloud Recognition, Model target, Ground Plane.

ARFoundation: 2D Image Tracking, Face Tracking, Plane Tracking, Raycast, Light Estimation, Device Tracking (Small Game. A monster spawns around you and you have to find it as quickly as possible and tap it on your device screen to kill it.)

<https://github.com/dendritaDev/AR-Vuforia-ARFoundation>



[Github link](#) (to see more...)