GAME DEVELOPER

MARC PAGÈS FRANCESCH

GET IN CONTACT

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Mail: marcpages13@gmail.com

Github:
https://github.com/marcpages2020

Portfolio:
https://marcpages2020.github.io/portfolio/

Linked-in:
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7206b3186

Residence:
Carrer Colom, 104, Terrassa (Barcelona)
Passatge de la Roda, 23, Reus (Tarragona)

AREAS OF EXPERTISE

C++
C
C#
Flutter/Dart
HTML
CSS
SQL
Python

Unity
Unreal

Photoshop
Illustrator
Premiere

Blender
Maya
Zbrush
Substance

LANGUAGES

Catalan
Spanish
English

PERSONAL PROFILE

I'm a Game Development student who is very into programming. I always try to give my best and spend all the necessary time in my work to get the best result possible. Learning a little bit every day is my main goal and it gets reflected in the way my work and skills are constantly evolving.

WORKING EXPERIENCE

VALKING
App Developer (August 2021 – February 2022)

Currently developing the frontend and backend of two of the training applications using mainly Firebase and Flutter.

EDUCATION HISTORY

CITM (UPC, TERRASSA)

Degree in Video Game Development (2018 – Today)
- 7 Games
  - Top Game: The Mandalorian: Ashes of the Empire: Rogue-like inspired in the famous serie developed using our own engine developed using C++ and OpenGL.

- Genesis Engine: Game engine based on SDL and Open GL with a unique shader system.

- DM Music: Android app which lets the user search for his favourite songs lyrics.

BAIX CAMP HIGH SCHOOL (REUS)

Technological modality (2016–2018)
Final grade: 8,24

CERTIFICATES

Cambridge C1

ADDITIONAL INFORMATION

Driving License: B