



GAME DEVELOPER

MARC PAGÈS FRANCESCH

GET IN CONTACT

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Github: marcpages2020

Portfolio:

<https://marcpages2020.github.io/portfolio/>

Linked-in:

<https://www.linkedin.com/in/marc-pagès-francesch-7206b3186/>

Residence:

Passatge de la Roda, 23, Reus (Tarragona)

AREAS OF EXPERTISE

C++	<div><div></div></div>
C	<div><div></div></div>
C#	<div><div></div></div>
Flutter	<div><div></div></div>
HTML	<div><div></div></div>
CSS	<div><div></div></div>
Unity	<div><div></div></div>
Photoshop	<div><div></div></div>
Illustrator	<div><div></div></div>
Premiere	<div><div></div></div>
Blender	<div><div></div></div>
Maya	<div><div></div></div>
3ds Max	<div><div></div></div>

LANGUAGES

Catalan	<div><div></div></div>
Spanish	<div><div></div></div>
English	<div><div></div></div>

PERSONAL PROFILE

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

EDUCATION HISTORY

CITM (UPC, TERRASSA)

Degree in Video Game Development (2018 – Today)

- Products Developed
 - 6 Games
 - 1 Phone App
 - 1 Game Engine

BAIX CAMP HIGH SCHOOL (REUS)

Technological modality

Final mark: 8,24

LA PRESENTACIÓ (REUS)

Secondary education (2012–2016)

CERTIFICATES

Cambridge C1

ADDITIONAL INFORMATION

Driving License: B