

SKILLS

C#	Unity
MySQL	PHP
GitHub	Java Script
HTML5	CSS

CONTACT

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Barcelona, Spain



EDUCATION



DAM

CampusNET Centro de Investigación y Formación Profesional
Barcelona, Spain
2020 - PRESENT



BACHELOR'S DEGREE IN ECONOMICS

Aleppo University
Aleppo, Syria
2009 - 2013

MARINA TCHAMITCHIAN

VIDEOGAME DEVELOPER

ABOUT ME

PORTFOLIO LINK

Two years of experience in Android and PC apps and game development, individual and group projects (for studies as well as personal projects).

Aside from that, I have seven years of experience in the administration sector, where I gained skills and experiences in teamwork, team management and project planning.

EXPERIENCE / PROJECTS

GRADUATION PROJECT

Re-Start (feb/2022 – jun/2022)

Languages and programs: C#, Unity, Tile map, PS

An open world, 2D farming game.

Dictionaries and events are the corner stone of the project.

Developing a time system, which counts minutes, hours, days, seasons, and years.

Developing a save and load system.

LAN MULTIPLAYER GAME (GROUP PROJECT)

Loose Screw (oct/2021 – des/2021)

Languages and programs: C#, Unity, PS, Ai

A 3D obstacles game.

In a group of 4, I was responsible of the player input as well as the levels and traps design.

The game included: Character selection option.

2D RUNNER GAME

Furriten (nov/2020 – jan/2021)

Languages and programs: C#, Unity, MySQL, PHP, PS, Ai

A multi-level 2D runner. A new level unblocks once the previous one is won.

The possibility to save the score and time.

A "Max Score" panel.

3D PLAYING AGAINST THE CLOCK

Find Me (feb/2021 – mar/2021)

Languages and programs: C#, Unity, PS

Implementation of animations (Idle, Walk and/or Run, Jump)

Item collection and score display.

A playable puzzle (Open doors through items or cards)

Design and operation of traps (Skewers, Laser, etc...)

Enemy AI.

3D BEAT'EM UP

Mr. Hay (mar/2021 – may/2021)

Languages and programs: C#, Unity, PS

Interacting with objects (wood, Stones, etc...)

Programing enemy waves.

Creating a final boss.

Implementation of animations (Idle, Walk and/or Run, Jump)

QR GENERATOR APP

Products' Library (nov/2022 – des/2022)

Languages and programs: C#, Unity, MySQL, PHP, Ai, PS

Creating a product library that is connected to a database.

The possibility of creating a new product and searching for a new product, the search can either be by the ref number or by scanning the QR code.

WORK EXP:

ADMINISTRATIVE SECRETERY

2016 – present

**CSP-Comunidad de Sant'Egidio,
Barcelona - Spain**

Responsibilities:

. Preparing, presenting and justifying grants projects.

. Archiving invoices.

. Manaing meeting calendar.

Impact:

. Modified invoice archiving system to reduce projects' justification time buy 15%

. Reducing the consume of office material.

SOFT SKILLS:

- . Time Management
- . Budgeting
- . Teamwork
- . Self-Motivated
- . Ability to work independently
- . Ability to learn quickly

HUMAN LANGUAGES:

- . Mother language: **Arabic**
- . Fluent in: **Spanish** and **English**
- . Advanced: **Catalan**