MARINA TCHAMITCHIAN

VIDEOGAME DEVELOPER

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

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 wone.
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

Pick up and throw 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.

HUMAN LANGUAGES:

Mother language: Arabic
Fluent in: Spanish and English
Advanced: Catalan