



Marina Ruiz

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Profile

Student of videogames developer, animation and art 3D.

I aspire to develop videogames and/or 3D Art.

I'm an ambitious person who are in constant learning and improving my skills creating personal projects.

Languages

Español - Native

Catalán - Native

Inglés - Intermediate

Aptitudes

Teamwork

Organización

Fast Learning

Ambition

Working under pressure

Experience

Repair Technique

MediaMarkt

11/2020 - 10/2021

- Apple Authorized
- Evaluation and diagnosis of costumer rapair.
- Repair of movile devices.

Intern repair

Beep

01/2020 - 06/2020

- Repair of mobile devices, computers and printers.
- Keep clean the work area.

Education

CFGS in 3D Animations, Games and Interactive Environments

09 /2020 - Current

Cev Barcelona

Animation 2d and 3d
Videogame development in unity
Textures and postprocessing
3D in Zbrush, 3Ds Max and Maya
Game and level design

CFGS in Multiplatform Application Development

09/2018 - 06/2020

La Salle

Java, visual studio, html, css..
Game design
Videogames in Unity
Photoshop
3D in Maya and 3d Max
Database php, mysql
Web programming
Android studio

Skills

Zbrush



C#



Unity



3Ds Max



Photoshop

