



Marina Ruiz

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Profile

Student of video game design, animation and 3D modeling, ready to do internships and enter the world of work to contribute what she has learned.

Idiom

Native Spanish

Catalan - Native

Intermediate English

Aptitudes

Teamwork

Organization

Fast learning

Empathy

Working under pressure.

Experience

repair technique

MediaMarkt

11/2020 - 10/2021

- Apple Authorized Technique.
- Evaluation and diagnosis of customer repair. Repair
- of mobile devices and computers.

repair practices

beep

01/2020 - 06/2020

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

Education

CFGS in 3D Animations, Games and Environments Interactive

09 /2020 -Current

Cev Barcelona

2D and 3D animation. 3D modeling in
Zbrush and 3dsMax.
Creation of videogames in unity and programming.
Concept Art.

CFGS in Multiplatform Application Development

09/2018 - 06/2020

La Salle

Programming in java, php, visualstudio, html, android studio...
Video game design in unity.
Applications in android studio.
Use of Photoshop.
Databases.