

MARIUS CHIRIAC

Curriculum Vitae

Contact Information

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Education

Digital Bros Game Academy

03.2016 – present

Learned about whole game development process graduated in Game Programmer course and improved transversal skills in game design and art through many seminars.

Bachelor's Degree in Information Engineering

09.2016 – present at Politecnico di Milano

Certificate in Human Resources Management

1.2015 - 6.2015 Released by Camera di Commercio

an approach to running an organization that supports the concept of continuous improvement, a long-term approach to work that systematically seeks to achieve small, incremental changes in processes in order to improve efficiency and quality

Work Experience and Projects

Projects

03.2016 – present

Development of games during Digital Bros course.

Pongal – a pong tribute, simple multiplayer competitive game in the role of programmer and Game Designer leading a team of 3 people

Project Ixe – action platformer game in the role of programmer and mediator between artists and designers

Madieval – 2D turn based RPG in the in a team with 12 members in the role of team leader and programmer

Cascadia – 3D graphic adventure in a team of 14 people with the role of programmer

Work Experience

01.2015-11.2015 Web Programmer and programmer in cork (Ireland)

Creating templates and web script for e-commerce sites, manage relationships with customers

Skills

- Main programming Language: C#, php, HTML, CSS
- Graphics (2D and 3D): Blender, Cinema4D, Photoshop
- Videogames frameworks: Unity 3D, Construct2
- Languages: English(good), Italian(native), Romanian(native)
Spanish(base), French(Base)

Personal Interest

- Volunteer work as Trainer in Galliate Karate Club
- Designing studying and playing videogames, especially fantasy and RPG
- Movies, especially cartoons and comedy, reading and writing graphical novel and classics.