

MARIUS CHIRIAC

Curriculum Vitae

Contact Information

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Education

Digital Bros Game Academy

03.2016 – present

Mastered the entire game development process in the Game Programmer course; perfected transversal skills in game design and art through many seminars.

Bachelor's Degree in Information Engineering

09.2016 – present at Politecnico di Milano , Milan, Italy

Certificate in Human Resources Management

1.2015 - 6.2015 Released by Camera di Commercio

mastered a long-term approach to running an organization that supports the concept of continuous improvement through 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 – Programmer and Game Designer leading a team of 3 people in a pong tribute, simple multiplayer competitive game

Project Ixe – Programmer and Mediator between artists and designers in an action platformer game

Madieval – Team Leader of a 12-people team and Programmer in a 2D turn based RPG

Cascadia – Programmer in a 14-people team in a 3D graphic adventure

Work Experience

01.2015-11.2015 Web Programmer and programmer in Cork, Ireland

Created templates and web scripts for e-commerce sites and managed relationships with customers

Skills

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|------------------------------|---|
| • 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.