

# 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 , 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

- |                              |   |
|------------------------------|---|
| • 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)<br>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.