



Marta García Pérez

Software Engineer

Hello there! I'm Marta, welcome to my CV!. If you want to know more, you can use any of the following options:



marta.gperez@outlook.com



+34 654 725 965



<https://martagp14.github.io/>



- **Spanish:** native language
- **English:** C1 Advanced Certificated in English (University of Cambridge)



I've played basketball for 18 years, 14 of which were in a federated competition.



Driving licenses B and A2. Own vehicles for both licenses.



Passionate about drawing in both traditional and digital formats.

Skills

Game Engines

Unity	★★★★☆
Unreal Engine	★☆☆☆☆
Godot	★☆☆☆☆

Other tools

Git
Blender (Basic Level)

Programming Languages

C, C++, C#, Java, JavaScript, SQL

Development Environments

Visual Studio, Eclipse, IntelliJ, CodeBlocks

Data Bases

MySQL, OracleDB, Firebase

Education

Master's in Computer Graphics, Videogames and Virtual Reality

Universidad Rey Juan Carlos, 2022

➤ Final Master's Project, 2024

Use of the Unity Engine to create a video game for developing computational thinking in primary school students.

Double Degree in Software Engineering and Information Society Technologies

Universidad Politécnica de Madrid, 2016-2021

➤ Final Degree Projects

➤ Algorithm design for **procedurally generating** a scenario with smooth transitions using the Perlin Noise algorithm.

Graded with distinction

➤ Development of a complete **Virtual Reality** educational experience using Unity for teaching the Scrum work methodology.

Work scholarship by UPM - Grade: 10

Course in Risk Management: SAP GRC, Fraud Management, and Cybersecurity

Delivered by Deloitte, 2019

Course in Front-End Development with HTML5 and CSS3

Delivered by UPM in collaboration with Samsung, 2020

II Indra HackDay

Member of the winning team with a project on medicine distribution using drones.

Work Experience

Educational Innovation Scholarship UPM, June 2020 - August 2020 | October 2020 - December 2020

Complete development of an educational virtual reality experience using the Unity game engine, for its use in classrooms via mobile devices and cardboard mounts or similar.

UPM: Research and Development of Educational Technologies, February 2022 - April 2023

Expansion and adaptation of an educational resource web platform, developing features for administrators and end users. Utilization of technologies such as Angular and Firebase. A prototype was also developed to adapt the platform to a 3D virtual environment using Unity.