

# Curriculum Vitae

## PERSONAL INFORMATION

Name: Martin Nicholas Lagas  
Address: Via dei Marsari 17  
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Italy  
Nationalities: Dutch, Canadian (in possession of both passports)  
House phone: +39 041 5728326  
Mobile phone: +39 324 0905607  
E-mail: [nicex000@yahoo.com](mailto:nicex000@yahoo.com)  
Date of birth: 19/05/1996  
Place of birth: Mirano (VE), Italy  
Driver's license: Yes (B)  
Portfolio: <https://nicex000.wix.com/martinlagas>  
GitHub: <https://github.com/nicex000>

## EDUCATION

Dec 2019 – Sept 2020: **BK Solutions**  
Pianiga (VE), Italy.  
*Typescript programmer using Angular.*

Sept 2018 – Jan 2019: **Internship at Apollo Journey**  
Breda, Netherlands.  
*VR programmer in Unreal and Unity.*

2016 – 2019: **Bachelor degree in International Game Architecture and Design**  
NHTV, Breda, Netherlands.  
*Bachelor's degree of Science.*

2015 – 2016: **Propedeuse in International Game Architecture and Design**  
NHTV, Breda, Netherlands.  
*Propaedeutic Diploma.*

2010 – 2015: **Diploma di Scuola Secondaria di Secondo Grado**  
I.I.S. Levi-Ponti, Mirano (VE), Italy.  
*High School Diploma.*

2007 – 2010: **Diploma di Scuola Secondaria di Primo Grado**  
Villa Grimani, Noventa Padovana (PD), Italy.  
*Middle School Diploma.*

## SKILLS AND COMPETENCES

### Programming and Gamedev skills:

- C/C++ (Advanced)
- C# (Advanced)
- Unity (Advanced)
- Unreal (Advanced)
- Blueprinting (Advanced)
- Gameplay (Advanced)
- AI (Advanced)
- Networking (Intermediate)
- Engine, Physics Engine (Intermediate)
- VR (Intermediate)
- Typescript (Angular, Ionic, KendoUI, Syncfusion) (Intermediate)

- I have worked in: Java, SQL (Intermediate) and JS, PHP, HTML
- Agile, Scrum
- Perforce, GIT

**PC skills:**

- MS-Excel, MS-Word, MS-PowerPoint
- Cisco Packet Tracer, Networking

**Known Languages:**

- English: Mother tongue.
- Italian: 2nd language, complete fluency in speaking, reading and writing

<b>PROJECTS AND COURSES</b>
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2018	Game Jam < Ludum Dare 41 >, Game name: Fintastic Escape (in Unreal).
2018	Project <The Survivors>, NHTV, Team game project (in Unreal) with an external client.
2017 – 2018	Project <Homestead Settlers>, NHTV, Team VR game project (in Unreal) with an external client: Ubisoft (this is an educational project).
2017	Project <Tumble Tree Tournament>, NHTV, Team game project (in Unity) with an external client: bitcraft Co.ltd. (Company in Japan).
2014	Stage <Alternanza scuola lavoro>, I.T.I.S. Primo Levi (school) – GSI Group s.r.l. (Company).
2013 & 2014	Project <Museum Easy for Us>, Scuola Superiore Mediatori Linguistici di Vicenza, english translations for a linguistic university.
2012 – 2014	Comenius Project <Solar One>, I.T.I.S. Primo Levi (Italy) – ISOV Meslek Lisesi (Turkey).
2012 – 2013	Course <Cisco CCNA 1>. I.T.I.S. Primo Levi, acquired certificate.
2012	Project <Aushwitz Fra storia e memoria>, I.T.I.S. Primo Levi.

<b>INTERESTS AND ADDITIONAL INFORMATION</b>
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- PC Gaming: MMORPGs, Open world RPGs, JRPGs, Visual Novels, Cooperative Games, Team-based Online Games.
- Hobbies: Agility dog training, skiing, Aikido.