

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
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E-mail: 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>

WORK EXPERIENCE

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.

EDUCATION

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

PERSONAL PROJECTS

2020	Project < Shimakaze Bot >, Discord bot (in C#) with source code on GitHub.
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UNIVERSITY PROJECTS AND COURSES
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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.

INTERESTS AND ADDITIONAL INFORMATION

- PC Gaming: MMORPGs, Open world RPGs, JRPGs, Visual Novels, Cooperative Games, Team-based Online Games.
- Hobbies: Agility dog training, skiing, Aikido.