Curriculum Vitae

**PERSONAL INFORMATION**

Name: Martin Nicholas Lagas

Address: Via dei Marsari 17

30036 Santa Maria di Sala (VE)

Italy

Nationalities: Dutch, Canadian (in possession of both passports)

House phone: +39 041 5728326

Mobile phone: +39 324 0905607

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>

**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

**PROJECTS AND COURSES**

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.