

MARTIN NICHOLAS LAGAS | CV

- » **Status** Student at University of Verona, Gamedev Programmer
- » **Address** Via Dei Marsari 17, 30036 Santa Maria di Sala (VE), Italy
- » **Date of birth** 19/05/1996
- » **Driver's license** Yes (Class B)
- » **Links** [GitHub](#) - [GitLab](#) - [Portfolio](#) - [LinkedIn](#)



»»» Summary

Gamedev Programmer graduate (B.Sc.) with project experience in both Unreal and Unity.
Looking for a position in the Gamedev industry.
Currently enrolled in Masters course at University of Verona, focusing on Game Programming and C++.

»»» Experience

- | | | |
|---|---------------------------------------|-------------------|
| Mar 2021 -
Dec 2021 | IT Consultant for Reply Italy | ITCube Consulting |
| <ul style="list-style-type: none">» Realize and maintain projects for various teams, using C# with Microsoft CRM» Designed and implemented a mailing list recommendation algorithm for housing offers, expanded backend and frontend for Italy's biggest insurance group» Also developed a VR project directly with the CEO of ITCube, used to determine the dominant eye | | |
| Dec 2019 -
Sept 2020 | Typescript Frontend Programmer | BK Solutions |
| <ul style="list-style-type: none">» Created a full CRM system for their backend using Angular 7 for typescript» Configured and upgraded all existing Ionic projects to work on iOS, set up the Apple developer environment and app pages | | |
| Sept 2018 -
Jan 2019 | Internship at Apollo Journey | Apollo Journey |
| <ul style="list-style-type: none">» Create new and modify existing VR projects for clients or events» Created a VR toolkit in Unity and Unreal (BP & C++) to help with VR development | | |

»»» Education

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|--|--|---|
| 2021 - present | Master in Computer Game Development | University of Verona, Italy |
| <ul style="list-style-type: none">» 1st level Master's degree | | |
| 2015 - 2019 | Bachelor degree in Creative Media and Game Technologies | Breda University of Applied Science (formerly NHTV), Breda, Netherlands |
| <ul style="list-style-type: none">» Bachelor's degree of Science | | |
| 2010 - 2015 | Diploma di Scuola Secondaria di Secondo Grado | I.I.S. Levi-Ponti, Mirano (VE), Italy |
| <ul style="list-style-type: none">» High School Diploma | | |

Personal Projects

2022	Res Cogitans	GitHub Repo - itch.io
	<ul style="list-style-type: none">» Game Jam: Global Game Jam 2022 - Developed in Unity» Implemented soul logic, base interactable systems, various interactables, designed Level 4	
2020 - 2021	Shimakaze Bot	GitHub Repo
	<ul style="list-style-type: none">» Discord bot written in C# using DSharpPlus, DB with PostgreSQL» Commands ranging from querying an online API to setting a reminder, music playback using ffmpeg and Lavalink	
2018	Fintastic Escape	GitHub Repo - itch.io
	<ul style="list-style-type: none">» Game Jam: Ludum Dare 41 - Developed in Unreal» Implemented player movement, interaction, fish AI + fishing, audio with audacity, other small things	

University Projects

2022	Of Planets And Guns	GitLab Repo - University of Verona
	<ul style="list-style-type: none">» University team game project in Unreal» Implemented level generation system, various other gameplay elements, player and gun logic	
2018	The Survivors	Steam Store - NHTV
	<ul style="list-style-type: none">» University team game project in Unreal (Blueprints) with an external client» Implemented enemy AI and battle royale multi elimination circle system	
2017-2018	Rabbids Hotel Mania	NHTV
	<ul style="list-style-type: none">» Team VR game project in Unreal with an external client: Ubisoft» Educational project with Ubisoft, Implemented VR interaction and Rabbids AI	
2017	Tumble Tree Tournament	NHTV
	<ul style="list-style-type: none">» Team game project in Unity with an external client: bitcraft Co.ltd (Japan)» Multiplayer implementation of player movement and hazards	

High School Projects and Courses

2014	Alternanza scuola lavoro	I.I.S. Levi Ponti - GSI Group s.r.l
	<ul style="list-style-type: none">» High school stage in an electric installation company	
2013 & 2014	Museum Easy for Us	Scuola Superiore Mediatori Linguistici di Vicenza
	<ul style="list-style-type: none">» English translations for a linguistic university	
2012 - 2014	Solar One	I.I.S. Levi Ponti - ISOV Meslek Lisesi
	<ul style="list-style-type: none">» Comenius project with travel to Istanbul during the 7th robotics competition in 2013	
2012 - 2013	Cisco CCNA 1	I.I.S. Levi Ponti
	<ul style="list-style-type: none">» Cisco course with acquired certificate	
2012	Aushwitz Fra storia e memoria	I.I.S. Levi Ponti
	<ul style="list-style-type: none">» Expressive picture contest winner, picture taken on-site	

»» Skills

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|-------------------------|--|
| » Game Engines | Advanced: Unreal (C++ & Blueprints) and Unity
Intermediate: Custom Game engine, Custom Physics engine |
| » Gamedev | Advanced: Gameplay, AI
Intermediate: VR, Networking |
| » Programming Languages | Advanced: C++, C#
Intermediate: TypeScript, JavaScript, HTML/CSS, and others |
| » Source Control | Perforce, Git, DevOPS |
| » Team skills | Agile, Scrum |
| » Other skills | Intermediate: Microsoft Dynamics 365, Cisco Packet Tracker |

»» Languages

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|-----------|---|
| » English | Mother tongue |
| » Italian | Complete fluency in speaking, reading and writing |

»» Personal Interests and Hobbies

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| » PC Gaming | MMORPGs, Open World RPGs, JRPGs, Visual Novels, Cooperative Games, Team-based Online Games |
| » Sport activities | Agility dog training, skiing, Aikido |
| » Travel and tourism | Interested in ancient architecture and landmark sites |