



MARC GALVEZ

GAME DEVELOPER

GET TO KNOW ME

University student, highly motivated and willing to get the opportunity of a practical training experience.

Aiming at achieving a high degree of excellence in the world of development and game design thinking.

Wide availability of free time beside university schedule.

COMPETENCIES

Programs: Unity, Game Maker, Photoshop, Premiere, Sony Vegas, Maya, ZBrush, Tiled,

Code: C, C++, C#, Dart, Python, JavaScript, HTML, CSS, Matlab, XML, JSON. Unity Gameplay programmer

Languages: Spanish, Catalan, English(High)



MY WEBPAGE

[HTTPS://CUTT.LY/AYS6I4K](https://cutt.ly/ays6i4k)



LINKEDIN

[HTTPS://CUTT.LY/7YS6IJQ](https://cutt.ly/7ys6ijq)



YT CHANNEL

[HTTPS://CUTT.LY/GYS6RWP](https://cutt.ly/gys6rwp)



GITHUB

[HTTPS://GITHUB.COM/OPTUS23](https://github.com/optus23)

GET IN TOUCH WITH ME

Cell: 634415089

Email: optus23@gmail.com

Website: <http://citmalumnes.upc.es/~marcg14/webpage/>

Twitter: @optus23

PREVIOUS EDUCATION

University of CITM

VIDEOGAME DESIGN AND DEVELOPMENT

Baccalaureate of Bruguers

TECHNOLOGY DEPARTMENT

GAME JAM ASSISTANCE

LUDUM DARE 45

CITM GAME JAM 2°

MINI JAM 52

CITM GAME JAM 3

CITM GAME JAM 1°

Every chance I get, I move to events like Jams, conferences or video game meetings, making as much networking as possible.