# 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 abailability of free time beside university schedule.

## COMPETENCIES

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

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

**Languages**: Spanish, Catalan, English(High)

## PREVIOUS EDUCATION

### University of CITM
*VIDEOGAME DESIGN AND DEVELOPMENT*

### Baccalaureate of Bruguers
*TECHNOLOGY DEPARTAMENT*

## GAME JAM ASSISTANCE

*LUDUM DARE 45*

*MINI JAM 52*

*CITM GAME JAM 1°*

*CITM GAME JAM 2°*

*CITM GAME JAM 3*

## MY WEBPAGE
optus23.github.io

## LINKEDIN
www.linkedin.com/in/marc-gálvez-llorens/

## YT CHANNEL
www.youtube.com/channel/
UCvX5yocHVkgMXMATKceY
GTQ?view_as=subscriber

## GITHUB
https://github.com/optus23

## GET IN TOUCH WITH ME

Cell: 634415089
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Every chance I get, I move to events like Jams, conferences or video game meetings, making as much networking as possible.