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.

COMPETENCES

Programs: Unity, Photoshop, Visual Studio, Github Premiere, Maya, Trello, Tiled, Draw.io

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

Languages: English(High), Spanish, Catalan,

Driving License: Yes

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

GITHUB
https://github.com/optus23

PREVIOUS EDUCATION

University of CITM UPC
VIDEOGAME DESIGN AND DEVELOPMENT

Baccalaureate of Bruguers
TECHNOLOGY DEPARTAMENT

GAME JAM ASSISTANCE

LUDUM DARE 45

GMTK 2020

MINI JAM 52

MINI JAM 58

CITM GAME JAM 1°

CITM GAME JAM 2°

CITM GAME JAM 3

*All of this and more on my portfolio

MY PORTFOLIO
optus23.github.io

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

GET IN TOUCH WITH ME

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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.