

# MARC GALVEZ

GAME DESIGNER AND DEVELOPER



## GET TO KNOW ME

Marc was born in 1999, Barcelona, and is passionate about video games and how they are made.

Currently working as Unity Developer and UX/UI Designer at Digital Twin Technologies (Germany) and Technical Project Manager at Espronceda Institute of Art and Culture (Barcelona).

Participating as Game Designer and main Developer at Ready Teddy Project (Los Angeles) and VR Technical Artist at Fundació l'Olivar: Temples del Zenit (Girona).

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

## COMPETENCES

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

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

**Languages:** English, Spanish, Catalan,

**Driving License:** Yes



### LINKEDIN

[www.linkedin.com/in/marc-gálvez-llorens/](https://www.linkedin.com/in/marc-gálvez-llorens/)



### GITHUB

<https://github.com/optus23>

## GET IN TOUCH WITH ME

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Email: [optus23@gmail.com](mailto:optus23@gmail.com)  
Website: [optus23.github.io](https://www.github.com/optus23)

## PREVIOUS EXPERIENCE

**Digital Twin Technology (2023 - Currently)**  
UNITY DEVELOPER & UI/UX DESIGNER- PART TIME

**Espronceda Institute of Art (2021 - Currently)**  
TECHNICAL PROJECT MANAGER - PART TIME

**University of CITM UPC (2017 - 2021)**  
VIDEOGAME DESIGN AND DEVELOPMENT

**Baccalaureate of Bruguers (2015-2017)**  
TECHNOLOGY DEPARTAMENT

## GAME JAM PARTICIPATION

LUDUM DARE 45

GDSC INTRINSIC JAM

GMTK 2020

MINI JAM 52

MINI JAM 58

CITM GAME JAM 1º

CITM GAME JAM 2º

CITM GAME JAM 3

## PROJECTS TO HIGHLIGHT

[THE WITCHER: A BARD'S TALE](#)

[RYTHM TAP AR: MOBILE GAME](#)

[EMPTY SPACE: AI RESOURCE MANAGER](#)



## MY PORTFOLIO

[optus23.github.io](https://optus23.github.io)  
[optus23.itch.io](https://optus23.itch.io)



## YT CHANNEL

<https://www.youtube.com/channel/UCvX5yoCHVkgMXMATKceYGTQ>

Every chance I get, I move to events like Jams, conferences or video game meetings, making as much networking as possible. So, I consider myself a proactive person.