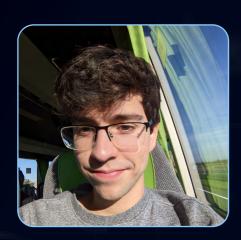# MARC PITARCH DOS SANTOS

Game developer

Contact

🎮 | https://pitarcus.itch.io/

✉ | pitarcusmp@gmail.com

📷 | Pitarcus

Languages

Native: Spanish, Catalan, Portuguese
Fluent: English [C1]

Skills

- C#
- C++
- Unity
- Shader Graph
- Unreal Engine 4

- Blender
- 3DS Max
- Ableton
- DaVinci Resolve
- Photoshop
- Illustrator

- Scrum
- Github
- Trello

Summary

As a Game Design & Development Student in Universitat Jaume I, I've been growing as a **designer and programmer**. During these 4 years I've built a genre-broad series of games that show my dedication to this craft. I love **programming, graphics and audio**.

I have participated in Gam e Jams organised by our peers at university, as well as the **Indie Spain Jam 2022** where our remote team achieved **12th place** among 172 amazing entries.

I am currently finishing the last semester of my studies, and I am excitied to go out into the world!

Education

Sep 2019

Game Design & Development - Bachelor's Degree

Universitat Jaume I (UJI) - Castelló de la Plana, Spain

Sep 2022

Digital Product Lab - Minor as Exchange Student (Erasmus)

Hanzehogeschool - Groningen, Netherlands

- Working with the Noorden Police in Groningen.
- Raising the awareness of young people about knife crime through a mobile VR game (Quest 2).
- Academic Product Management.

Accomplishments

2021

El forn de Babalà - Published Game (itch.io)

- **Design and Development** of a 2D game about problems of the rural world in collaboration with the Cultural department of UJI in a group of 6 people.
- Dialogue system, rythm-bades minigame, movement in Unity.

2022

Blue Blood - Published Game (itch.io)

- **Solo design and development** of a 3D platformer game for Game Engines Subject at UJI.
- Programming of all **gampleay elements** in Unity (movement, AI, environment, graphics, animation, VFX).

2022

Indie Spain Jam 2022 (itch.io)

12th place out of 173 entries

- One week long game jam on a semi-international scope (spanish speaking countries).
- Worked with a **remote team** of 6 people for the development of a sokoban-style puzzle game.
- **Adaptive audio** using FMOD.

2023

Internship at Mind Trips

- Creating complementary games and applications for escape rooms.
- Unreal Engine blueprints system (AI, horror mechanics).

Hobbies & Interests

In my free time I love to push my musical persona *Pitarcus*. This includes, producing music, looking for gigs, promoting and ideation and creation of music videos with the help of friends.

As a fan of nature, organising trips, travelling, attending concerts and festivals, and overall spending time with my loved ones is also fulfilling to me.

The last semester I studied abroad thanks to Erasmus and learning about different cultures. This has been an amazing experience that has made me grow in many aspects, from communal living to working methods within international group projects.

En el bosque hay tres fuentes de ingredientes, las abejas, las copr árboles y los arbustos.