

Pol Maresch Marxuach

CONTACT

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[GitHub](#)

[Linkedin](#)

[Portfolio](#)

Date of Birth: 20-03-2002

Driver's License for Car (Category B) and
Motorcycle (Category A1)

OTHER INTERESTS

Pádel Tennis
Club Tennis Cabrils

Vela - Windsurf
Club Náutico de Cabrera de Mar

Chess

OBJECTIVE

Video game developer and programmer specializing in programming, with experience in various projects in the industry. I am consistent, communicative, and maintain a positive attitude, always focused on effective collaboration within creative teams.

EDUCATION

VIDEO GAME DESIGN AND DEVELOPMENT DEGREE

CITM - Image and Multimedia Technology Center
BARCELONATECH - UPC TERRASSA
2020 - 2024

University Entrance Exam (PAU Selectividad)

2020 - June

TECHNOLOGYC HIGH SCHOOL

Instituto Jaume Almera - Vilassar de Dalt
2018 - 2020

GENERAL CERTIFICATE OF SECONDARY EDUCATION

Instituto Jaume Almera - Vilassar de Dalt
2014 - 2018

SKILLS

- Familiarity with the SDL, OpenGL, SDL2, ImGui, PhysFS, Box2D libraries
- Familiarity with Unity, Adobe Photoshop, Tiled y Visual Studio.
- Excellent knowledge of the following programming languages: C, C#, C++, Flutter (Dart).
- Developed personally a 3D Game Engine.

WORK EXPERIENCE

September (2023) - January (2024) Project "CUPRA GAMIFIED CAR"

June (2023) - July (2023) Programming Professor (CODELEARN)

LANGUAGES

St. Oliver's Community College - Drogheda, Irlanda
2017 Summer program for high school students

English: Fluent

Catalan y Spanish: native