

Pol Maresch Marxuach

C++/C# Unity Game Developer

Contact

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[GitHub](#)

[Linkedin](#)

[Portfolio](#)

Date of Birth: 20-03-2002

Driver's License for Car (Category B)

Motorcycle (Category A1)

Profile

Recently graduated video game developer. I am interested in learning and improving my programming skills within the video game industry.

Soft Skills

Consistent, communicative, and maintain a positive attitude, always focused on effective collaboration within creative teams.

Languages:

- Catalan: Native
- Spanish: Native
- English: Intermediate B1

Hobbies

Pádel - Reading - Chess

EDUCATION

BARCELONATECH - UPC TERRASSA

VIDEO GAME DESIGN AND DEVELOPMENT DEGREE

CITM - Image and Multimedia Technology Center

2020 - 2024

- **TFG: High Dimensions (3D to 2D) in the Video Game World**
 - Prototype of a video game in Unity that introduces an innovative mechanic of interaction between the player's 2D perspective and a 3D environment.
- **Salt-Peter and the Philosopher's Stone**
 - Turn-Base Puzzle game made in Unity by 5 people in 2 weeks for the 15th PIRATE SOFTWARE GameJam.
- **Guardins of the galaxy: The bet**
 - Top-Down Action Shooting game set in the Marvel Universe. Made in C++ with a game engine created by a student. The project was created by 29 students for Project 3 at CITM.

WORK EXPERIENCE

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

- Design and developed a interactable UI for CUPRA

June (2024) - July (2024) Programming Professor (CODELEARN)

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- Programming instructor at a summer camp for children, teaching the use of software technology such as programming languages.

SKILLS

- Familiarity with the SDL, OpenGL, SDL2, ImGui, PhysFS, Box2D libraries
- Familiarity with Unity, Adobe Photoshop and Visual Studio.
- Excellent knowledge of the following programming languages: C, C#, C++, Flutter (Dart).