



VICENTE PERIS

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Valencia, Spain

October 18th, 2001

<https://vicenteperis1.wixsite.com/vicente-portfolio>

Education

2024-2025 **TechArt Worlds**
Master Degree in Houdini, Unreal Engine and procedural modeling.

2019-2023 **Florida Universitària**
Degree in Video Games and Interactive Experience Design and Development.

2017-2019 **Salesianos san Juan Bosco Valencia**
Scientific and Technical Baccalaureate.

Work experience

December 2023 **Museum of illusions Valencia**
July 2024 Museum guide and supervisor of VR experiences.

October 2022 **LENI Laboratory, NRHB area. Polytechnic University of Valencia**
July 2023 **University internships.**
University internship and TFG. With the position of C# programmer and editor of the graphic interface, we developed a game for speech therapy rehabilitation after brain damage.

September 2021 **Florida Universitària marketing section**
June 2023 **Intern.**
Image editor, event support, workshop delivery, data analyst, among other tasks.

September 2020 **APP INFORMATICA C Las Artes.**
June 2022 **Computer shop assistant.**
Shop assistant and assistant in computer and electronic device repairs.

Languages

Spanish: Native

English: Fluent

Catalan: Native

Additional information

- Repositories: Github
- 3D Tools: Houdini, Blender
- Agile methods: Trello, Jira, Miro
- Databases: SQL
- Microsoft Office
- Engines: Unity, Unreal Engine
- Programming: C#, Python, VEX
- Programmer at Valentia Studio, developing an unannounced game with Unity.
- Driver's Licence