



# VICENTE PERIS

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Valencia, Spain

October 18th, 2001

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

## Education

2024-2025	<b>TechArt Worlds</b> Master Degree in Houdini, Unreal Engine and procedural modeling.
2019-2023	<b>Florida Universitària</b> Degree in Video Games and Interactive Experience Design and Development.
2017-2019	<b>Salesianos san Juan Bosco Valencia</b> Scientific and Technical Baccalaureate.

## Work experience

December 2023 July 2024	<b>Museum of illusions Valencia</b> Museum guide and supervisor of VR experiences.
October 2022 July 2023	<b>LENI Laboratory, NRHB area. Polytechnic University of Valencia</b> <b>University internships.</b> 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 June 2023	<b>Florida Universitària marketing section</b> <b>Intern.</b> Image editor, event support, workshop delivery, data analyst, among other tasks.
September 2020 June 2022	<b>APP INFORMATICA C Las Artes.</b> <b>Computer shop assistant.</b> 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