Victor Martín

Videogame Development Graduate - Aspiring Technical Artist

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LINKS OF INTEREST

[Portfolio](#) | [Linkedin](#) | [Github](#)

LAST PROJECT

Alien: Nemesis

Videogame created by a team of 23 people with a custom engine. I was in charge of the development of the particle system module from scratch, of documenting features of the engine and of communicating with the art team regarding VFXs, among other things

EXPERIENCE

CITM (UPC), Barcelona: *Reinforcement Classes Teacher*

OCTOBER 2024 - JUNE 2025

Weekly reinforcement classes for 1st year university students in Programming, Maths and Physics

Play Code Academy, Barcelona: *Extracurricular Teacher*

DECEMBER 2023 - JUNE 2024

Extracurricular Teacher of Programming and Robotics for kids in middle school

EDUCATION

CITM (UPC), Barcelona: *Videogame Design and Development Degree*

SEPTEMBER 2021 - JULY 2025

Videogame Design and Development University Degree, focused in Team Projects and working under pressure, teached in English
Current Average grade: 8.81

INS Miquel Martí i Pol, Cornellà de Llobregat: *Technological Baccalaureate*

SEPTEMBER 2019 - JUNE 2021

Average final grade: 9.00

SKILLS

Responsible

Problem-solving

Troubleshooting

Fast-learning

Passionate

Adaptable

Open-minded

TECH STACK

Programming Languages:
C, C++, C#, SQL, Flutter

Graphics APIs:
OpenGL, Vulkan

Game Engines:
Unity, Unreal, worked in Custom Engines

3D Digital Art:
Blender, Houdini, Maya, 3D Max, Substance Painter

Extra:
Adobe Package, Office Package, DaVinci Resolve, Audacity

LANGUAGES

Spanish - Native

Catalan - Native

English - Advanced

Italian - Beginner