

CONTACT

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💻 <https://castlemark.github.io>

🏠 Barcelona, 08021

EDUCATION

MASTER IN ADVANCED VIDEOGAME DEVELOPMENT

La Salle URL, Barcelona
2019-2020

MULTIMEDIA ENGINEERING

(Minor in Video games)
La Salle URL, Barcelona
2015 -2019

LANGUAGES

Spanish: Native

Catalan: Native

English: Fluid
(FCE, B2 Equivalent)

PROGRAMMING LANGUAGES

- C
- C++
- C#
- Java
- GDScript
- Python
- SQL
- Javascript
- PHP
- Nim

GAME ENGINES & TOOLS

Game Engines:

- Unity 3D
- Godot Engine
- Unreal Engine

Tools:

- Git
- Gradle
- Docker
- 3ds Max
- SolidWorks
- Office

Marc Castells

CURRICULUM VITAE

PERSONAL STATEMENT

I am a videogame enthusiast who is looking for new challenges to take on. My most outstanding skills are programming, game design and usability. I consider myself a versatile, organized and proactive person. I'm interested in creating new and interesting experiences and being part of an innovative team.

WORK EXPERIENCE

Game Developer, Generalist *06/2019 – present*
Freeverse.io,
Barcelona, España

Currently developing [Goal Revolution](#), responsibilities are as follows:

- Design, Development and implementation of various features in the game. For example, in-app purchases and push notifications, among other more game-centric features.
- Game design and modeling on certain mechanics and systems.
- Creation and maintenance of the CI/CD pipeline for the game.

Software Engineer, Intern *06/2018 – 10/2018*
Scopely,
Barcelona, España

Responsible for designing an app to work in conjunction with the company's ecosystem for the purposes of metadata processing and customer segmentation.

Head of Section / Coach, Alpine Skiing *11/2013 – 10/2018*
CANM-Cerdanya,
Puigcerdà, España

Responsibilities:

- Coach for the interclubs section on Grandvalira, Andorra, whose athletes participate in the Catalan league of clubs (ages 12 to 16).
- Production and follow-up on technical, tactical and theoretical training.
- Communication and coordination for events such as competitions.