



# CHRISTIAN MARTÍNEZ DE LA ROSA

PROGRAMMER

## ABOUT

I am a dedicated programmer with a passion for creating games and tools. Since I began programming in 2017, I have developed several games and tools from scratch. My experience includes developing tools such as a [3D game engine](#) with an integrated Lua scripting system and a [3D tile-based map editor](#). Additionally, I have extensive experience in Unity and C#. For more information, please visit my website at [christt105.github.io](http://christt105.github.io).

## PROFESSIONAL SKILLS

C/C++, C#, JavaScript, Python and Dart  
Unity  
Godot  
Git  
Neo4J  
Agile  
OpenGL  
STL containers  
Adobe Photoshop  
Office package  
3DS Max

## CONTACT

✉ [christian.martinez.de.la.rosa.99@gmail.com](mailto:christian.martinez.de.la.rosa.99@gmail.com)

🌐 [christt105.github.io](http://christt105.github.io)

📍 [t.me/christt105](https://t.me/christt105)

## SOCIAL

📱 [christt105](https://github.com/christt105)

🌐 [christianmartinezdelarosa](https://www.linkedin.com/in/christianmartinezdelarosa)

## WORK EXPERIENCE

UNITY 3D DEVELOPER

[Nurogames GmbH](#) | August 2021 - Present

- Developer of [Ashvin](#) and [PRECEPT](#) WebGL platforms European Union's Horizon 2020
- Architectural 3D Simulators

UNITY DEVELOPER

[Learyn Land](#) | February 2021 - July 2021

- Creation of educational apps with Unity for Android and IOS
- Worked in [Code Land -Coding for Kids](#)

## EDUCATION

BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT

CITM-UPC | 2017 - 2021

TECHNOLOGICAL BACCALAURATE

INS Bruguers, Gavà | 2015 - 2017

## AWARDS

Honors in Bachelor subject "Project 2" as a team leader

Honors in Bachelor subject "Artificial Intelligence"