



CHRISTIAN MARTÍNEZ DE LA ROSA

PROGRAMMER

ABOUT

I am a programmer who always liked to create games and tools. I started to program in 2017 and I have created some games and tools from scratch. I like to develop tools, as I developed a [3D game engine](#) with OpenGL and a Lua scripting system, and a [3D tile-based map editor](#).

PROFESSIONAL SKILLS

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

CONTACT

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SOCIAL

Github: [christt105](https://github.com/christt105)
LinkedIn: [christianmartinezdelarosa](https://www.linkedin.com/in/christianmartinezdelarosa)

WORK EXPERIENCE

UNITY 3D DEVELOPER

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

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

UNITY DEVELOPER

[Learny 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"