

MARC PITARCH DOS SANTOS

Unity Developer

Contact

- PORTFOLIO <https://pitarcus.github.io/>
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- <https://pitarcus.itch.io/>
- [Pitarcus](#)

Languages

Native: Spanish, Catalan, Portuguese
Fluent: English [C1]

Skills

- Unity
- C#
- Shader Graph
- Compute Shaders
- Cg/HLSL
- Photon Fusion
- Blender
- Photoshop
- Substance Painter / Designer
- Scrum
- Git
- Trello
- Slack

Summary

I am an enthusiastic game developer, who loves expanding his knowledge. Two years ago I graduated from Videogame Design and Development and started working as a junior developer at **Artist Arcade**. Since then I have been the lead developer of a 3D mobile game prototype.

I am a creative person, an artist to the core. That's why I love **programming, graphics and audio**.

Education

- Sep 2022 **Digital Product Lab - Minor as Exchange Student (Erasmus)**
Hanzehogeschool - Groningen, Netherlands
 - Working with the Noorden Police in Groningen.
 - Raising the awareness of young people about knife crime through a **mobile VR game (Quest 2)**.
- Sep 2023 **Game Design & Development - Bachelor's Degree**
Universitat Jaume I (UJI) - Castelló de la Plana, Spain

Accomplishments

2024/26



Intern Unity Developer - Artist Arcade

- Intern Unity developer for 2 years
- Implementation of gameplay of a Golf Battle inspired prototype (Movement, game logic, menu systems...)
- Multiplayer programming using Photon Fusion
- Implementation of 3D art: procedural mesh, shaders
- UI implementation: animation, VFX

2024



Dynamic grass and wind

- Final degree project.
- Creating a **grass rendering** system alongside a **fluid sim** for wind.

2023



Internship at Mind Trips

- Polishing UI and logic of apps.
- Design and Implementation gameplay systems in UE4.
- Remote work

2022



Indie Spain Jam 2022 (itch.io)

12th place out of 173 entries

- Worked with a **remote team** of 6 people for the development of a sokoban-style puzzle game.
- Audio, VFX** and art supervision.

2022



Blue Blood - Published Game (itch.io)

- Solo design and development** of a 3D platformer game for Game Engines Subject at UJI.
- Modelling, animation, texturing, audio, shading, VFX.**

Hobbies & Interests

In my free time I love to push my musical persona [Pitarcus](#). This includes, producing music, looking for gigs, promoting and ideation and creation of music videos with the help of friends.

I absolutely love indie titles and the DIY ethos. That's why my profile is quite varied in the end, but I also love working with other people who breathe and live for their passion!

