





# MARC PITARCH DOS SANTOS

Game Developer / Technical Artist

## Contact

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

## Languages

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

## Skills

- |                   |                     |
|-------------------|---------------------|
| • Unity           | • Blender           |
| • C#              | • 3DSMax            |
| • Shader Graph    | • Photoshop         |
| • Unreal Engine 4 | • Substance Painter |
| • Compute Shaders | / Designer          |
|                   | • DaVinci Resolve   |
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- Scrum
  - Github
  - Trello

## Summary

As a former Game Design & Development Student at Universitat Jaume I, I've been growing as a **designer and programmer**. During these 4 years I've built a genre-broad series of games that show my dedication to this craft. I love **programming, graphics and audio**.

I have participated in Game Jams organised by our peers at university, as well as the **Indie Spain Jam 2022** where our remote team achieved **12th place** among 172 amazing entries.

I am currently looking for a game development related job.

## 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 2019

### Game Design & Development - Bachelor's Degree

Universitat Jaume I (UJI) - Castelló de la Plana, Spain

## Accomplishments

2024



### Dynamic grass and wind (on-going)

- 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
- **Animation, audio, Blueprints** and UI.

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**.

2021



### El forn de Babalà - Published Game ([itch.io](#))

- **Design and Development** of a 2D game about problems of the rural world in a group of 6 people.
- Dialogue system, rhythm-bades minigame, movement in Unity, VFX and lighting.

## 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.

The last semester I studied abroad thanks to Erasmus and got a taste of many different cultures. This was an amazing experience that made me grow in many aspects, from communal living to working methodologies within international group projects.

