MARC PITARCH DOS SANTOS

Game Developer / Technical Artist

Contact

PORTFOLIO

https://pitarcus.github.io/



pitarcusmp@gmail.com



https://pitarcus.itch.io/



<u>Pitarcus</u>

Languages

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

Skills

Unity

Blender

· C#

Shader Graph

Unreal Engine 4

Compute Sha-

ders

3DSMax

Photoshop

Substance Painter

/ Designer DaVinci Resolve

Sep 2019

Sep 2022

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 **pro**gramming, graphics and audio.

I have participated in Gam e 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

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).

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

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

Accomplishments

2024

Dynamic grass and wind (ongoing)



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

2023

Internship at Mind Trips

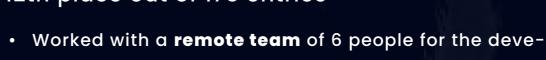
- á • Polishing UI and logic of apps.
 - Design and Implementation gameplay systems in UE4.
 - Remote work
 - Animation, audio, Blueprints and UI.

2022

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Indie Spain Jam 2022 (<u>itch.io</u>)

12th place out of 173 entries



- lopment of a sokoban-style puzzle game.
- Audio, VFX and art supervision.

2022

Blue Blood - Published Game (<u>itch.io</u>)



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

2021 á

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



• Dialogue system, rythm-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.



