

MAR MAESTRO

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Castelló de la Plana, Spain

WEBSITES, PORTFOLIOS, PROFILES

[itch.io](#) [LinkedIn](#) [Portfolio](#)

PROFESSIONAL SUMMARY

Creative game developer with an eye for engaging, interactive experiences. A dedicated professional with several projects already finished.

Detail-oriented, organized, and meticulous developer. Great at keeping the team organized and working efficiently. Enthusiastic team player ready to contribute to the project.

Above all, a communicator who likes to create and bring one and other's ideas to life.

SKILLS

- C++, C#, C, Python,
- JavaScript, Kotlin, OpenGL
- SQL, MySQL
- JIRA, Confluence
- Game design
- Code debugging
- Problem-solving
- Team collaboration

EDUCATION

Universitat Jaume I - Castelló de la Plana Sept. 2020 - Present

Bachelor's Degree in **Video Game Design and Development**




- Director, coordinator, and host of Refugio 101 (degree's radio programme) March 2023 to present.
- Co-founder and vocal of the Game Developer's Association (student's association), September 2023 to present.

WORK HISTORY

Educative Leisure Time Instructor for Ingenio Kids - Puerto de Sagunto June 2022

- Worked at the Ingenio Kids main classrooms and the America School of Valencia.
- Helped primary school students develop basic programming skills and problem solving.

LANGUAGES

Spanish		English	
Mother tongue		Advanced (C1) certified by Cambridge	
Catalan (Valencian)			
Second language			

PROJECTS

Growing Fear with Back to Bits for UJI Game Jam 2023 (Halloween Edition) Oct. 2023

Juego y Pesca with Punic Goose May 2023