Óscar Marín Egea

MULTIMEDIA ENGINEER

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Valencia, Spain

Languages

Spanish
Native.

English
Advanced understanding with developing conversation skills

Valencian
Intermedite level

Knowledge

C++
C#
3D Math
HLSL (Shaders)
OpenGL
Unity

About Me

I am a passionate developer looking to enter the video game industry, I learn very quickly and have extensive knowledge of algorithms.

Academic Data

Universidad de Valencia
Degree in Multimedia Engineering
September 2019 - July 2023

CIPFP Mislata
Administration of computer systems and networks
September 2017 - July 2019

Portfolio

Advanced C++ (C++)
https://github.com/OsmareDev/AdvancedCpp

3D Base Graphics Study (C++, Win32)
https://github.com/OsmareDev/3DBaseGraphicsStudy

Unity Modules (Unity, C#, HLSL)
https://github.com/OsmareDev/OsmareUnityModules

Programming on graphics cards (OpenGL, C++)
https://github.com/OsmareDev/PTG_OpenGL

Physics simulation (Java, Processing)
https://github.com/OsmareDev/PhysicsSimulation

Boid Simulation (Javascript, P5.js)
https://github.com/OsmareDev/BoidSimulation
https://osmaredev.github.io/BoidSimulation/

Pathfinding (Javascript, P5.js)
https://github.com/OsmareDev/AstarPathfinding
https://osmaredev.github.io/AstarPathfinding/

Trajectory generator (python, Blender AddOn)
https://github.com/OsmareDev/trajectoryGenerator_BlenderAddOn

Experience

IRTIC
FullStack Developer
5 months