Currículum vítae Marc Prades Carceller

PERSONAL INFORMATION

Marc Prades Carceller



- Valencia, Spain
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Sex Male | Birth Date 05/02/1994 | Nationality Spanish | Languages Spanish, English, Catalan

JOB APPLIED FOR

Game Developer, specialized in programming

WORK EXPERIENCE

May 2020 - July 2025

Cloud Imperium Games, Developer and Software Engineer

Development of the MMO Star Citizen on the Missions, Law and Hostility systems, and the single player AAA FPS game Squadron 42, working on implementing and improving different new systems and mechanics for both the game and the propietary engine Star Engine, derived from CryEngine using C++

https://cloudimperiumgames.com

Business of sector Games

February 2018 - July 2019

D3Form Studio, Junior Developer and Software Engineer

Development of an unreleased VR game, interactive applications for Android and iOS, Augmented Reality applications, Virtual Reality and video games with Unity.

http://d3form.com/

Business of sector Games and APP Development

March 2017 - June 2017

Research grant at Jaume I University: "Interactive Visualization for Serius Games"

Development of a mobile mixed reality application with obstacle recognition and online multiplayer game with Photon and Unity

Business of sector Games

July 2016 - September 2016

Software Developer

Development of a windows application for database management and reporting for the real estate company "Primer Grupo" in C# and SQL as Freelance

http://www.primergrupo.es

Business of sector Software Engineer

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EDUCATION AND TRAINING

September 2013 - July 2018

Degree on Design and Development of Videogames

Jaume I University, Castellón, Spain

Course related to the design and development processes of video games, specialization in video game programming, mobile applications and database design.

June 2017 Language certificate ACLES English

ACLES language certificate from the University Jaume I, officially validated by the B2 level of English according to the Eruopean framework and the First Certificate of Cambridge.

October 2015 Kinect's Master Class and Game Jam using Processing

Jaume I University, Castellón, Spain

December 2014 Mobile Apps Programming Course

Google with the collaboration of the Universidad Complutense de Madrid

Course of Mobile Apps Programming of 40h duration.

February 2014 MOOC of Design, Organization and Evaluation of Videogames and Gamification

European University of Madrid, Spain

The course in Videogame Creation and Development and Gamification aims to introduce the student to the world of game design and digital simulations, from a conceptual point of view.

PERSONAL SKILLS

Comunication, Organisational / Manegerial Skills

Good capacity of response to the different problems and adversities that arise, besides being a comunicative person committed to his work.

Ability to work in a team and organize it, acquired in team projects, events organization and Game Jams.

Knowledge of agile methodologies such as Scrum.

Computer Skills

-Specific knowledge in programming languages Advanced: C++, C#, Java, Python, FlashDevelop Medium: C, SQL, Processing

-Specific knowledge in Software

Visual Studio, Android Studio, Xcode, Flash Develop, Unity, Unreal, Cocos 2D, Perforce, GitHub,Source Tree, Bitbuket, Photon,Unet, Vuforia, ARKit, ARCore, 3D Studio Max, Maya, Blender, Adobe Photoshop, Adobe Premiere Pro, Zbrush, Mudbox, MemoQ, Word, Power Point, Excel, Prezi, Trello...

ADITIONAL INFORMATION

Publications Presentations Projects Conferences Seminars Awards and Distinctions

Event organizer:

- UJI Game Experience, Director of Gamification (LAN Party)
- XXV Spanish Congress of Computer Graphics
- Oculus Audiovisual Festival

Attendance at various congresses and fairs:

- Hackatron 2017
- Videogames TALKS! 2017
- Gámesis 2014, 2015 y 2016
- Reset Weekend, Entrepreneurship and Innovation 2016
- Gamelab Barcelona 2016
- Participation in the Global Game Jam 2013, 2015, 2016
- I^a edition Digitall Valencia
- I International Congress of Art, Design and Development of Videogames
- XXV Spanish Congress of Computer Graphics
- University lectures with Victor Navarro, Josué Monchan and Samuel Molina