

DIEGO MARTI MASON

PERSONAL DATA

PLACE AND YEAR OF BIRTH: Spain 1998

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WEBSITE/PORTFOLIO: <http://www.desces.com>

PROFILE

I am an enthusiastic and highly motivated student with devotion to the Video Game Industry. I am currently studying towards the second year of my degree in Computers Games Programming at the University of Derby. I am originally from Spain with the ability of speaking English and Spanish fluently. I am seeking a position where I can expand my experience and learn new skills, I am able to quickly embrace new concepts and methods, swiftly pick up and use new programming languages, tools, or software applications, approachable and friendly and can work as part of a team.

EDUCATION AND QUALIFICATIONS

GENERAL EDUCATION

(2016-present)

-1st year BSc (Hons) Computer Games Programming with Placement at the University of Derby. Overall Score: 1:1 (First Class Honours). Received Dean's Award for "achieving the greatest difference in progression".

-Currently studying 2nd year BSc (Hons) Computer Games Programming with Placement at the University of Derby.

(2014-2016)

-Spanish Baccalaureate at Escolapias Gandia (Valencia). Modality: Sciences and Technology. Overall Score: 6.8/10

(2010-2014)

-Spanish Secondary Education or ESO at Colegio Carmelitas Gandia (Valencia). Overall Score: 5.8/10

OTHER QUALIFICATIONS

(2016)

*-International English Language Testing System (IELTS) at British Council Madrid. Overall Score: 7.0/9.0
Listening: 7.0; Reading: 8.0; Writing: 6.5; Speaking: 7.0;*

(2014)

-Summer Course in Level Design in Unreal Engine at ESAT Valencia

SKILLS

Programming Skill:

- *C#, 3 years, Intermediate level. I developed a few minigames in the Unity3D Game Engine and a calendar application using Visual Studio.*
- *C++, 1 year, Basic level. I developed a few minigames and I am currently making a 3D renderer for a University project (Graphics programming).*
- *Basic knowledge of C, I used it in University for a project.*
- *Basic knowledge of Java, I am currently using it in University for doing a SMTP.*
- *SQL, 1 year, Basic level. I managed a database for a videogame community, I am presently using it in University for a project.*

Software Skill:

- *Extremely confident with Unity3D, I have used it for 3 years at an intermediate level. I have created a few minigames over the years, helping me to master the engine and understand the concepts in the process of making a video game.*
- *Proficient with Blender, I have used it for 3 years at a basic level. It has helped me to gain basic knowledge about 3D modelling, rigging, texturing and animation. Also, I have learned concepts that will be key to effectively communicate with 3D artists.*
- *I am confident with Integrated Development Environments such as Visual Studio, Netbeans and Eclipse.*
- *I am familiar with phpMyAdmin.*
- *I am confident in Microsoft Office Packages. Including MS Access.*
- *I am familiar with Photoshop as I have been using it for 4 years at a basic level.*

Languages:

- *I am fluent in Spanish and English, written and oral.*

Other:

- *I can overcome problems with a positive mindset and patience.*
- *I am hardworking, motivated, and dedicated programmer.*
- *Needless to say, I am passionate about video games.*
- *I am able to get along with people from all backgrounds.*
- *I am an effective team worker.*
- *I am a fast learner.*
- *I am interested in the videogames, computer and technology scene.*
- *I am confident, friendly, and approachable.*

If you want to know about my projects or you want to know more about me, check my portfolio in <http://desces.com>.