




VICTOR

NAVARRO

Technical Artist
Programmer

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LANGUAGES

English

Professional working
proficiency

Spanish

Native proficiency

Catalan

Native proficiency

EXPERIENCE

Octb. 2018 — Today

Web developer

North Digital Studio

Front-end development and UX/UI quality assurance tasks.

UX Developer

North Digital Studio, Martorell (Centre Tècnic Seat)

Developed UI/UX prototypes of car HMI components as a part of the production design process.

- Developed tools for internal use.
- Researched and worked with new hardware and software technologies.
- Worked together with other developers, as well as artists and designers.

Mobile developer

ApiumHub (with North Digital Studio), Barcelona

Developed a MVP app for a health institute, for both iOS and Android.

- Worked with a IOC dependency injection library.

Network game developer

T3 Technology Strategist, Barcelona

Worked on a networked game project for the **Barcelona Games World** event; developed using Server-client network libraries.

Freelance software developer

Self-employed, remote work

Developed .NET (WPF) projects.

- Worked with RESTful API and OAuth.

IT Assistant

Secondary school, Piera (Barcelona)

Helped maintain whole facility hardware and software.

March 2019 — Sept. 2019

Novb. 2018 — Janr. 2019

Janr. 2019 — March 2019

April 2018 — June 2018

June 2016 — Sept. 2016

Febr. 2016 — June 2016

COMPETENCES

Technical knowledge

C#/.NET — Shader writing — Rendering — C++
UI/UX — PHP — HTML — CSS

Soft skills

Communication — Public speaking — Problem solving
Scrum/Agile — Team working — Team bulding

SOFTWARE EXPERTISE



Unity



Visual Studio



GitHub



Unreal



Photoshop



Premiere



Designer



Blender



3Ds Max

EDUCATION

2016 — 2019

3D animation, games & interactive environments

ENTI-UB, Barcelona

- Developed 2 team projects for 5 months each
- Participated in 3 internal game-JAMs & 2 external JAMs
- Worked on 3D art, 2D art, animation & programming

2017

Course: ZBrush & Substance Painter

ENTI-UB, Barcelona

2016

Course: Unity Engine

Evolis, Remote

2014 — 2016

Micro-Informatic systems & networks

IES Milà i Fontanals, Igualada

Learned about physical/virtual networks, PC hardware, and network-management software.