

# Maximiliano Santurbá

## GAME DEVELOPER

+34 632787865

maximiliano.santurba@outlook.com

Valencia, Spain

[www.linkedin.com/in/msanturba/](http://www.linkedin.com/in/msanturba/)

[www.maximilianosanturba.com](http://www.maximilianosanturba.com)



### ABOUT ME

I am a Jr Programmer, highly motivated and eager to work in the sector and improve myself as a professional.

I am trained and ready to embark on the professional path as a programmer and developer, improving my skills, learning from other professionals, and of course, willing to add value.

### EDUCATION

- **Master Videogame Programming - 2022**  
[Universal Arts School](#)  
Development of three complete projects made with Unity, participation in the 2021 Global Game Jam. Average grade of 9.33.
- **Game Design – Currently Active**  
[Self-educated](#)  
I study on my own, mainly with the guidance of Julián Serravi (Game Designer and Mentor).

### SKILLS

- Unity Engine
- Visual Studio
- Plastic SCM
- Git

### WORK HISTORY

- **Main Developer**  
[My Room App – Valencia, Spain – 2021/2022](#)  
Planning and development from scratch of a prototype of a virtual clothing and accessories store.
  - Programmed main logic.
  - Basic User Login System.
  - Avatar customization using mesh blendshapes.
  - Clothing catalog organization.
  - Filters and search system.
  - UI and UX development.

### PERSONAL

I like to watch movies and series, listen to music, and I'm a big fan of Dragon Ball. Of course I play video games in my free time. I love the Souls saga, card games like Hearthstone, and shooters like Overwatch or Battlefield. I also like to write especially poetry and fiction stories.

