VICENTE PERIS

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📍 Valencia, Spain

📅 October 18th, 2001

🌐 vicenteperis.es

Education

2024-2025	**TechArt Worlds** Master Degree in Houdini, Unreal Engine and procedural modeling.
2019-2023	**Florida Universitària** Degree in Video Games and Interactive Experience Design and Development.
2017-2019	**Salesianos san Juan Bosco Valencia** Scientific and Technical Baccalaureate.

Work experience

December 2023 July 2024	**Museum of illusions Valencia** Museum guide and supervisor of VR experiences.
October 2022 July 2023	**LENI Laboratory, NRHB area. Polytechnic University of Valencia** **University internships.** University internship and TFG. With the position of C# programmer and editor of the graphic interface, we developed a game for speech therapy rehabilitation after brain damage.
September 2021 June 2023	**Florida Universitària marketing section** **Intern.** Image editor, event support, workshop delivery, data analyst, among other tasks.
September 2020 June 2022	**APP INFORMATICA C Las Artes.** **Computer shop assistant.** Shop assistant and assistant in computer and electronic device repairs.

Languages

Spanish: Native
English: Fluent
Catalan: Native

Additional information

- Repositories: Github
- 3D Tools: Houdini, Blender
- Agile methods: Trello, Jira, Miro
- Databases: SQL
- Microsoft Office

- Engines: Unity, Unreal Engine
- Programming: C#, Python, VEX
- Programmer at Valentia Studio, developing an unannounced game with Unity.
- Driver's Licence