

Marcel Sunyer

Gameplay & Graphic Programmer

Hi! I'm a gameplay and graphic programmer who loves building smooth and scalable systems, while working with great teams to create fun and polished experiences. I'm comfortable working across different engines, with extensive experience in both C++ and C#.

Info:

📍 Barcelona

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✉ marcelsunyercaldu@gmail.com

🌐 Web Portfolio

🐙 Github

🌐 LinkedIn

🎮 Itchi.io

Skills:

C++

C#

Unity

Unreal

Godot

GitHub

Jira

Languages:

English: Professional competence

Spanish: Native

Catalan: Native

Experience

Web Programmer (Internship) (2024 – 3 months)

TacTic

Developed and optimized mobile and web applications, focusing on performance improvements and clean code.

3D Artist (Internship) (2021 – 5 months)

Apolo Films

Collaborated on the rendering and post-production of animated sequences, creating illustrations and 3D assets using tools like Illustrator, Blender, and Maya, while also supporting the design of promotional materials.

Computer Scientist (Internship) (2019 – 3 months)

TacTic

Worked on diagnosing and repairing computers and devices while learning hardware components, troubleshooting techniques, and assisting in updating and maintaining websites using HTML and CSS.

Personal Projects

Rockety Rocket 2

A small videogame about completing levels while manoeuvring a cute ship through a circuit of asteroids. Getting some reference from **Rockety Rocket**.

Amarillo Engine

Amarillo Engine is a lightweight 3D engine focused on scripting with C# through dynamic DLLs, enabling real-time code updates and flexible development.

APG Engine

This project is a C++ graphics engine built with OpenGL 4.3. It showcases advanced rendering techniques and interactive UI using ImGui.

PGodot

C# Procedural Generation plugin for Godot 4.x.

Education

Videogames Design and Development University Degree (2021 - 2025)

UPC University

3D Animations, Games and Interactive Environments

Jesuïtes Sarrià (Higher Degree)

Game Jams

6th CITM Game Jam

For this Jam, I designed a reverb to visualize darkness through sound.

7th CITM Game Jam

I make the mechanics of moving and shooting nightmares to reach my parents' bedroom.

Recognitions

An award at the Josep Maixenchs Audiovisual - Jesuïtes Sarrià

Audiovisual showcase awards student video games: MOMON wins