

IAN ANDONI MAGARZO FERNÁNDEZ

Email: ian.magfer@gmail.com

Linkedin: www.linkedin.com/in/ianmagarzo

Portfolio: www.ianmagarzo.com

PROFILE

Multimedia engineering student ending his degree with experience in design, programming, video production and marketing. I consider myself a very sociable person, able to quickly connect to the team to which I'm assigned to, and take on projects with thoroughness and creativity. My main goal is to continue developing my career and grow alongside professionals who trust me.

EXPERIENCE

2016

[Oct-Now]

La SALLE – RD. *Barcelona*

Seamless Interaction Group

Researcher

Functions: I'm currently researching new interactions between humans and objects, and between objects themselves. And in which way we could make them more personal.

Keywords: human-object-object interaction, prototyping, research, electronics, projects.

2015

[Jun - Oct]

BEMOBILE. *Barcelona*

Department iOS

Intern

Functions: Formed part of iOS programming team in the company projects. By use of Xcode and different design and management tools to coordinate the team, as Invision, Zeplin and Asana.

Keywords: mobile, iOS, programming, objective-c, projects.

2015

[May - Jul]

OFFICIAL MEDICAL COLLEGE OF BARCELONA

Department MEDITECHNOLOGY

Intern

Functions: Assisted in webpage creation and connectivity support, through frontend and backend tools like Dreamweaver, SQL Server and Visual Studio.

Keywords: web, .NET, ASP, frontend, backend.

2012 - 2013

[Sep - Jun]

La SALLE – FUNITEC. *Barcelona*

Department MEDIALAB

Department contributor

Functions: Produced videos using Final Cut and Motion/After Effects to advertise the laboratory. Took part as an actor in motion captures, and cleaned these captures to build animations for 3D programs.

Keywords: 3D animation, video production, motion capture, promotion.

2012 - 2015

[Sep - Jun]

GROUP NICK. *Barcelona*

Department of Marketing

Promotion

Functions: Worked on promoting nightclub sessions, using social media to reach the public. Also, organized events and designed its marketing strategy.

Keywords: social media, marketing, PR and promotion, design (Photoshop).

OTHER

Collaborated with the Mensa association in logo design, advertising and merchandising elements for tournament games in the editions of 2010, 2011, 2012, 2013 and 2014.

STUDIES

2011 - Now Coursing 4th Degree in **Multimedia Engineering**
LaSalle, Ramon Llull University, Barcelona.

MOST RELEVANT PROJECTS

Marcos: Is an interactive Life Spark which show us how we could create a communication between reality and virtuality. This little (virtual) Spark who is projected in our world is being affected by the surrounding environment, but he also has the ability to influence and activate objects of the real world. Presented on Sónar+D.

Tetriculus: Virtual reality video game made with Oculus rift and Arduino. The objective is to check the real shapes and receive the feedback on the virtual reality world. Awarded distinction.

La Universidad: transmedia narrative project that involved the creation of a production studio, a short film and a game. Tells the story of a student apartment and the challenges that arise due to the multicultural origin of its tenants.

ADDITIONAL TRAINING

Introduction to 3D. FX Animation Barcelona, 60 hours (2009).

Introduction to 3D Level 2. FX Animation Barcelona, 60 hours (2010).

3D MAX (2013) Level 3. Autodesk 60 hours (2013). -License 169CRZJIC6

CCNA1 Exploration: Network Fundamentals. LaSalle Barcelona (recognized center for CISCO), 70 hours (2014).

COMPUTER SKILLS AND TECHNICAL

- Advanced user of both Mac OS X and iOS.
- Good level of Windows and Linux.

-TECHNICAL EXPERTISE

- High: **Design**, Digital Photography, **Prototyping**, **Usability**.
- Medium: Database, Networks, SEO.
- Notions: Scriptwriting.

-LANGUAGES

- High: **Objective-C**.
- Medium: C, Java, HTML 5, CSS3, Javascript, PHP, MySQL, Flash (ActionScript 3).
- Notions: C++.

-ENVIRONMENTS

- High: Arduino, Processing, WordPress, **Xcode**.
- Medium: Eclipse, **MatLab**, OpenGL, Visual Studio.
- Notions: Android Studio, Unity, .NET.

-TOOLS

- High: **Illustrator**, **Photoshop**, Aperture, **Final Cut Pro**, iWork, Office, Microsoft Project, **Git**, Subversion.
- Medium: **3D Studio Max**, Premiere Pro, After Effects, Motion, Antetype (Prototype), Coda 2 (Web design), FFmpeg, Star UML.
- Notions: Lightwave (3D), Logic Pro, Dreamweaver, SQL Server.

LANGUAGES

Spanish: native
Catalan: native
English: intermediate