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Objective: Logic/Gamelay programmer.

Expreience:

Jan 2016:

Global Game Jam, Madrid, Spain

Unity3D Developer

- I developed the game OCD using Unity3D and C#
- I developed the animation system, the menus, the minigames and the movement around the world.
- This game won the prizes for the second best art, the best game for the participants and the best game for the professional jury.
- <http://globalgamejam.org/2016/games/oqd-3>

Dec 2014 - Actually:

Monkimun, Madrid, Spain

Unity3D Developer

- I have developed some games of the company that are in the stores. I have implemented in app purchases, downloaded system, a random world generation and another more task.
- I helped with the performance of the company old games.
- I integrated some external tools to help the delepoment of the new games.
- I developed the BackEnd using Ruby on Rails.

Jan 2015:

Global Game Jam, Madrid, Spain

Unity3D Developer

- I developed the game Fly, you fools using I Unity3D and C#
- I developed the world random generation, the menus of the game and the integration of the art.
- <http://globalgamejam.org/2015/games/fly-you-fools>

Oct 2014 - Dec 2014:

Game Developer

- I developed a game by my own using Unity3D and C#.
- I developed a maze generation algorithm and the AI.
- I developed the network system of the game.
- http://victormartinezsimon.com/PerdidosEnElLabineto_es.html

Jul 2014 – Dec 2014:

Game Developer

- I developed a game by my own called Random Races using Unity3D and C# for Android devices.
- I developed an algorithm to generate random tracks.
- I integrated the art and scripts found on internet.
- I integrated the Google Games services.
- <https://play.google.com/store/apps/details?id=com.victormartinezsimon.randomraces>

Jul 2014:

Summer School of Universidad Complutense, Madrid, Spain

Unity3D teacher

- I introduced teenagers from 11 to 16 years to Unity3D.
- I helped them while they are developing their own games.
- <http://vacacionesvideojuegos.wordpress.com/>

Oct 2013 – Oct 2014:

Developing VideoGames Master

- I developed a game for PSVita using C++, LUA and PhyreEngine.
- I developed the logic of the game, the AI, the UI and integration between LUA and C++.
- It was developed as my final master project.

Jan 2014:

Global Game Jam, Madrid, Spain

Unity Developer

- I developed the game Clowns & Grannies, Grannies & Clowns.
- I developed the UI of the game, the menus, the logic and the punctuation of the game using Unity3D and C#.
- <http://globalgamejam.org/2014/games/clowns-grannies-grannies-clowns>

Oct 2011 – Jun 2012:

Iron Hand, Madrid, Spain:

C# Developer

- Developed a strategy game as part of one university course.
- Developed the network and some parts of the gameplay.
- Developed with XNA and C#.
- <http://sourceforge.net/projects/ironhand/?source=directory>

Education:

Oct 2013 – Oct 2014:

Universidad Complutense, Madrid, Spain

Game Programming Master

Oct 2008 – Jul 2013:

Universidad Complutense, Madrid, Spain

Computer Engineering

Skills:

- **Team Worker:** I've been in groups of more than 25 people developing the same program.
- **Leader:** I was the theater director in the residence during the university. I was also the captain of the Volleyball team.
- **Hard Worker:** I get the university degree in five years, without fail any exam and with a final note of 8,43.
- **Self learner:** I love learn programming languages and another stuff by myself and after that, teach them to everyone ask me anything.
- **Tenacious:** When I start something, i need to continue until finish it.
- **Organized:** I like to have everything under controll and have time to solve the problems that I can't controll.