

DISTRAUGHT

Eduardo Mesa Martín

DESIGNER & DEVELOPER

My experience

SEQUEL BUSINESS SOLUTIONS

Development at Sequel Claims | Three months

Internship at Sequel Business Solutions inside Sequel Claims project. Developing it as a part of a group, working with C#, XML, SQL.

VIDEOGAME EXPERIENCE

Solo Dev -> Grimoire: Seeking Magic

- Online multiplayer Android app.
- Developed using Android Studio, Java, XML, SQL, Google Play Console.
- All info available at my portfolio.

Keena Games -> Distraught: Where memories Fade Away

- Singleplayer Survival horror.
- Developed using Unity 3D, C#, XML
- All info available at my portfolio.

Multiple Solo Dev projects

All of them and some info about them available at my portfolio: <https://eduardomesa1.github.io/>.

Education and Studies

MULTI-PLATFORM APP DEVELOPMENT

Degree in Multiplatform Apps Development at Portada Alta Highschool, Málaga.

SCIENCE BACHELOR

Science and Technology Bachelor at Colegio El Limonar, Málaga.

VIDEOGAME DESIGN AND DEVELOPMENT MASTER

Videogame Design and Development Master at EVAD, Málaga.



About me

Self-taught and hard work lover as the way to achieve goals. Scout. I stand excuses have no value or use.

I enjoy developing roleplay systems and board games, as well writing stories and lore for them.

Portfolio: <https://eduardomesa1.github.io/>

Personal motto : "Surprise me."

Competences and skills

- C# mid-high skill.
- Unity, Java and GIT mid skills.
- Javascript, SQL, XML, HTML and CSS basic skills.
- Mid competence at Programming and design patterns.
- High English competence.
- Software usage competences: Blender, Photoshop, Gimp, Sourcetree, Visual Studio, Visual Studio Code, Eclipse, Android Studio.

Other competences

- Driving license and own vehicle.
- Open to remote working and group projects.

Events

Designer and Developer as a part of a team for 2020 and 2021 Global Game Jam .

Contact

- Camino de los Almendrales N° 11 Bloque 4
Piso 3ºA
- eduardomesamartin@gmail.com
- 627 151 930