Jaime Martínez Ballesteros

Game Programmer – VR/AR Programmer

I was born on 17/08/1991 in Madrid

I speak English (C.2.1 IH) and Spanish.

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My work experience

- **June 2018 – Currently:** C# Programmer in Fonetic. Development and integration of a trading software.

- **January 2018 – June 2018:** VR/AR Programmer in Secuoya Corporate, using Unreal Engine 4, Unity, C++, C# and devices such as Oculus Rift, HTC Vive and Leap Motion.

- **May 2016 – December 2017:** Game Programmer in Labcave Games, using Unity5 and C#.

- **August 2015 – May 2016:** Junior R&D Consultant in *Altran Spain*, using Unity 5, Oculus DK2, Leap Motion and CUDA.

- **February 2013 – September 2014**: Backed developer in *AICU*, Research Group *Mercator*, from Universidad Politécnica de Madrid and *AXON Desarrollo de Software*, using Django and Bootstrap.

My Academic Training

- **2014 - 2017:** Master's degree in Computer Graphics, Games and Virtual Reality. Universidad Rey Juan Carlos. Master's Degree Project: Mixed Reality Project with UE4, Oculus DK2 and Leap Motion.

- **2009 - 2014:** Software Engineering Degree. Universidad Politécnica de Madrid

My Skills

- **Game & Graphics development**: Unity3D, Unreal Engine 4, OpenGL, CUDA

- **Programming Languages**: C#, C++, C, Java, Javascript, Python

- **VR Devices**: Oculus Rift, HTC Vive, HP Mixed Reality, Samsung Gear VR, and Leap Motion

- **AR Technologies:** Vuforia, ARCore

- **Version control**: GIT, SVN, Mercurial and Perforce

- **Knowledge in Advertising Thirparties such as** Heyzap, Chartboost, Vungle, UnityAds, AdColony, AppLovin

- **3D modelling:** 3D Studio Max

- **Graphic Design**: Adobe Photoshop

- **Web Development**: HTML, CSS3, Javascript, jQuery, Django, Bootstrap, PHP

- **DDBB**: SQL, MySQL