

# Jaime Martínez Ballesteros

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## Software developer

I was born on 17/08/1991 in Madrid

I speak English and Spanish.

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## My work experience



- **January 2021 – Currently (Freelance):** Development of *Immunity Pass*, an application that controls the access of immune people to any event or place based on vaccinations or tests.
- **August 2021 - Currently (Freelance):** Senior Unity Developer. Developing a mobile videogame for a Spanish well-known youtuber. - Cannot say who by contract-
- **March 2021 – Currently:** C++ programmer and DevOps in *Worldline*. Migration and maintenance of Acquiring and Switching systems of *Six Payment Services*.
- **August 2019 – December 2020:** Lead Unity Developer in *BeCrew*. Development and optimization of *Pickashop*, a virtual shopping platform for supermarkets. This app has been made using WebGL platform and Universal RP of Unity, and C#.
- **October 2018 – August 2019:** VR/AR Programmer in *Indra Sistemas*. Development and optimization of different VR and AR applications. Use of Unity and C#, and devices such as Oculus Rift, Oculus Go, HTC Vive and HoloLens.
- **June 2018 – October 2018:** C# Programmer in *Fonetic*. Development and integration of a trading software. Use of .Net, Nunit for testing and Entity Framework for DB migrations.
- **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:** Backend 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, Cobol
- **VR Devices:** Oculus Rift, HTC Vive, HP Mixed Reality and Leap Motion
- **XR Devices:** HoloLens
- **AR Frameworks:** Vuforia, ARCore, ARKit
- **Version control:** GIT, SVN, Mercurial and Perforce
- **Testing:** Nunit
- **Knowledge in Advertising Thirdparties 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:** MySQL, SQL, Entity Framework