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



- October 2018 Currently: 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: 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 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