

# Jaime Martínez Ballesteros

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## Game 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

- **May 2016 – Currently:** 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

- **3D:** Unity3D, Unreal Engine 4, OpenGL, CUDA, 3D Studio Max
- **Programming Languages:** C#, C++, C, Java, Javascript, Python
- **VR Devices:** Oculus DK1 & DK2, Leap Motion
- **Version control:** GIT, SVN
- **Knowledges in Thirparties such as** Heyzap, Chartboost, Vungle, UnityAds, AdColony, AppLovin
- **Graphic Design:** Adobe Photoshop
- **Web Development:** HTML, CSS3, Javascript, jQuery, Django, Bootstrap, PHP
- **DDBB:** MySQL

### Game Experience

Games developed for master's degree subjects (downloadable content):

- **Pirates of the Caribbean:** <https://goo.gl/cgdm4j>
- **SOULS:** <https://goo.gl/UaWmsF>