

```
Employee eduardo = new Employee("Hello, World!");
```

Eduardo Mesa Martín

DESIGNER AND DEVELOPER



LABORAL 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

Desing and Development at WIIMO | Five Months

WIIMATCH

- Solo Designer and Developer.
- Docs, mockups and planning generation.
- Level, puzzles, mini-games and game-flow design.
- Developed in Unity for WebGL.
- Developed using C#, XML.

LA MALDICIÓN DE DOROTHY

- Project **Lead**.
- Docs, mockups and planning generation.
- Level, puzzles, mini-games and game-flow design.
- Developed in Unity.
 - Created visual tools for game development inside the Unity Editor.
- Worked inside the production team.
- Developed for mobile devices
- Geolocation usage.
- Released in [Google Play](#).
- Developed using C#, XML and Universal Render Pipeline.

Ask for references at: [Wiimo.fun](#)

OTHER MINOR PROJECTS

Projects derived from Game Jams, studies or just personal. All of them and some info about them available at my portfolio: [eduardomesa1.github.io](#)



Personal profile

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

LinkedIn: [linkedin.com/in/eduardo-mesa-martin](#)
Portfolio: [eduardomesa1.github.io](#)

Personal motto : "Amaze me."

Competences and skills

- C# mid-high competence. (2 years of experience)
- Unity and Unity2D (2 years of experience).
- GIT mid competence.
- Java, Javascript, SQL, XML, HTML and CSS basic competence.
- Mid competence at Programming and design patterns.
- Able to learn any programming language or framework required for the job.

Languages

- Native Spanish.
- High English.
- Able to learn any language required for the job.

Additional information

- Immediate incorporation.
- Driving license and own vehicle.
- Open to remote working and group projects.
- Available for relocation.

Contact

- eduardomesamartin@gmail.com
- Phone number: +34 627 151 930

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EDUCATION AND STUDIES

SCIENCE BACHELOR

Science and Technology Bachelor at Colegio El Limonar, Málaga.

MULTI-PLATFORM APP DEVELOPMENT

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

VIDEOGAME DESIGN AND DEVELOPMENT MASTER

Videogame Design and Development Master at EVAD, Málaga.

EXTRA

SCOUT

I have been Scout since I was a teenager. I have attended dozens of campings, participated in group dynamics and acted as monitor inside the Scout group I belong to.

EVENTS

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

Projects developed in both Game Jams are available at my portfolio.

Software

- Unity High competence.
 - Developed tools and customizable editors to ease workflow.
- Visual Studio mid-high competence.
- Visual Studio Code mid competence.
- Blender basic competence.
- Photoshop basic competence.
- Gimp basic competence.
- Sourcetree mid competence.
- Eclipse basic competence.
- Android Studio basic competence.
- Able to learn any software required for the job.

About me

I have enjoyed videogames since I can remember and I always felt an overwhelming passion for them. With time I was able to prepare myself to project all of that determination into game development.

I always tend to look for the optimal way to learn new skills, also I love doing so.

In my free time, I like developing role-play systems or writing about fantasy worlds, along with their narrative.

I have special affection for strategy games or any game that comprehends a competitive scope.

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