Jose Manuel Martinez Diaz

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Profile

Proactive and enthusiastic programmer with experience working with C++ and game engines as Unreal Engine 4 and Unity3D. I am always willing to learn something new from coworkers and to provide it with ideas, creativity, hard work and sense of humour.

I have recently finished my studies in Teesside University exposing my final project on a destructible objects' system in Expotees. Now that i have completed my studies, i am desiring to be part of the industry and improve my skills while offering my abilities with others.

Skills

Languages	**English** (fluent), **Spanish** (native speaker)
Programming languages	C++, C, C#, ARM Assembly, GLSL
Graphics 3D	OpenGL 3.X, OpenGL 4.X (university projects)
Game Engines	**Unreal Engine 4** (published game), **Unity3D** (game jams, personal projects)
Others Technical Skills	Visual studio, Git, Perforce, Lua, Bat/Bash, Game Design

Education

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Teesside University (TEES) 2018-2019
BSc (Hons) in Computer Games Programming
(Final year only. Course continued from ESAT, a full degree is given upon its completion)

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<tr><td>Final Year Project (Personal)</td><td>Expected FIRST</td></tr>
<tr><td>AI for Games</td><td>Expected FIRST</td></tr>
<tr><td>Real Time Graphics</td><td>Expected FIRST</td></tr>
<tr><td>Physics Simulation</td><td>Expected FIRST</td></tr>
<tr><td>Beta Arcade (Team Project)</td><td>Expected FIRST</td></tr>
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Escuela Superior de Arte y Tecnología (ESAT) 2015-2018
BTEC Level 5 HND in Computing and Systems Development

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<tr><td colspan="2" align="center">Final Year Project (Team)</td></tr>
<tr><td colspan="2" align="center">Game Engine Programming (UE4)</td></tr>
<tr><td colspan="2" align="center">Low-Level Programming</td></tr>
<tr><td colspan="2" align="center">Graphics Programming (C++, GLSL)</td></tr>
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Experience

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Games Programmer
Rocket Banana
Oct 2017 - Jul 2018

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i worked in the game **Beer'em Up** forming part of a student studio inside the university.
Beer'em Up is a combat game based on the genre beat'em up made in Unreal Engine 4 and published on <u>Steam</u>. Here are my contributions to the project:

- Implementation of a particle pooling system to improve performance during the profiling phase of the project.
- System based on the UE4´s destructible objects.
- Design and implementation of gameplay elements such as: consumible pickups or chests.
- Creation and implementation of VFX elements.

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References available on request