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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

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)

Final Year Project (Personal)	Expected FIRST
AI for Games	Expected FIRST
Real Time Graphics	Expected FIRST
Physics Simulation	Expected FIRST
Beta Arcade (Team Project)	Expected FIRST

Escuela Superior de Arte y Tecnología (ESAT) 2015-2018

BTEC Level 5 HND in Computing and Systems Development

Final Year Project (Team)
Game Engine Programming (UE4)
Low-Level Programming
Graphics Programming (C++, GLSL)

Experience

Games Programmer
Rocket Banana
Oct 2017 - Jul 2018

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 [Steam](#). 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: consumable pickups or chests.
- Creation and implementation of VFX elements.

References available on request