Antonio Guillén Martínez

DEVELOPER AND DATA SCIENTIST

(HE/HIM)

CONTACT

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ABOUT ME

Graduate in Computer Science and Mathematics with a strong passion for games, I bring a blend of analytical skills and creativity to problem-solving. With some experience in the gaming industry, I am eager to further my career as a developer or data scientist in a game company, leveraging my technical expertise and love for innovation in interactive entertainment. I'm excited to contribute to the creation of engaging gaming experiences through my skills in programming and data analysis.

LANGUAGES

Spanish- Native
English- Advanced

TRAINING AND EDUCATION

University of Murcia
Computer Science
Undergraduate thesis: Topological Data Analysis
2018/2023

University of Murcia
Mathematics
Undergraduate thesis: Topological Data Analysis
2018/2023

University of Murcia
Master's in Big Data (Data Science)
2023/2024

WORK EXPERIENCE

CyberDataLab | 2023 - 2024
CyberDataLab is a research laboratory affiliated with the University of Murcia. My role in this lab involves modeling, generating, and simulating a social network, where users are simulated agents using large language models to study disinformation in this area.

Data Science Intern | Activision Blizzard King | 06/2024 - 09/2024
During my internship, I developed a system to detect problematic game levels by analyzing key performance metrics. This project involved close collaboration with level designers to identify areas for improvement and optimize the overall level design for a better player experience.

SKILLS

- Programming languages: Python, R, C/C++/C#, Java, MatLab, SQL,...
- DataBases: PostgreSQL, MongoDB, HBase, Neo4j,...
- Game Engines: Basic knowledge of Unity and Godot
- Miscellany: Basic experience in game development and game industry, teamwork experience,...