

# About me

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My name is Martin Němec, computer graphics, game programmer and first graduate from Czech Technical University in Prague. I'm game programming enthusiast. I love programming games by creating the logic, tools and technology, which makes the game what it is.

## Languages

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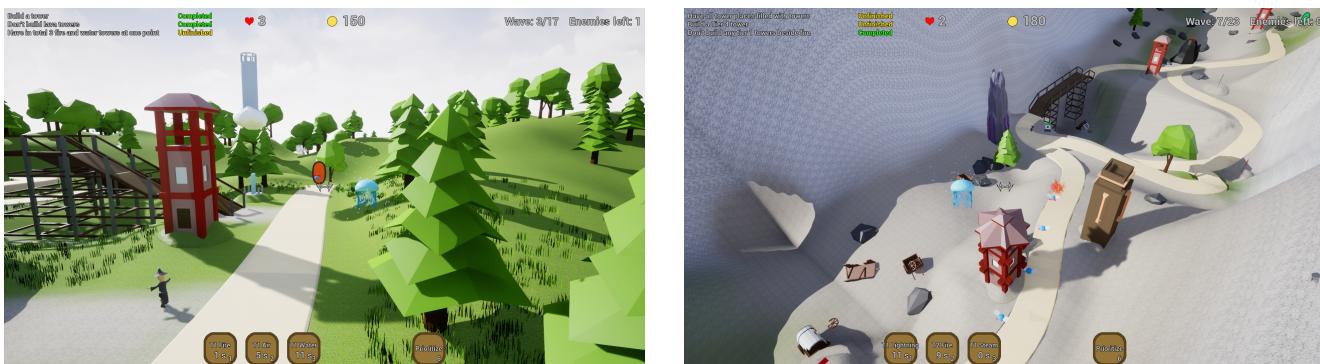
- C/C++
- Python
- C#

## Projects

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### Slime element

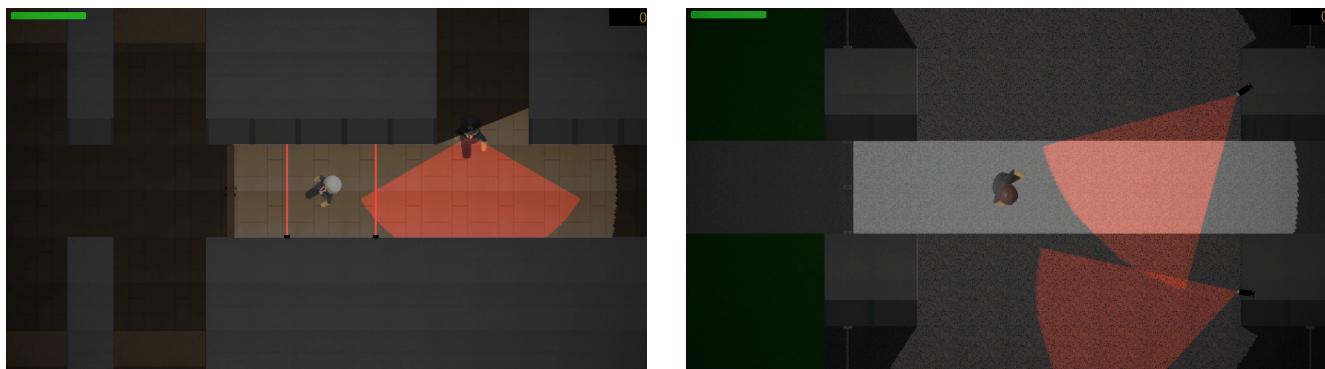
3D tower defense game in Unreal Engine 4.6 made as my Bachelor thesis. The player has a goal to fight through waves of slime enemies and defend the road by building multiple of towers, which can be upgraded by combining different elements together to create new powerful towers. This was the first large game I made. [link](#)



### Thief's life

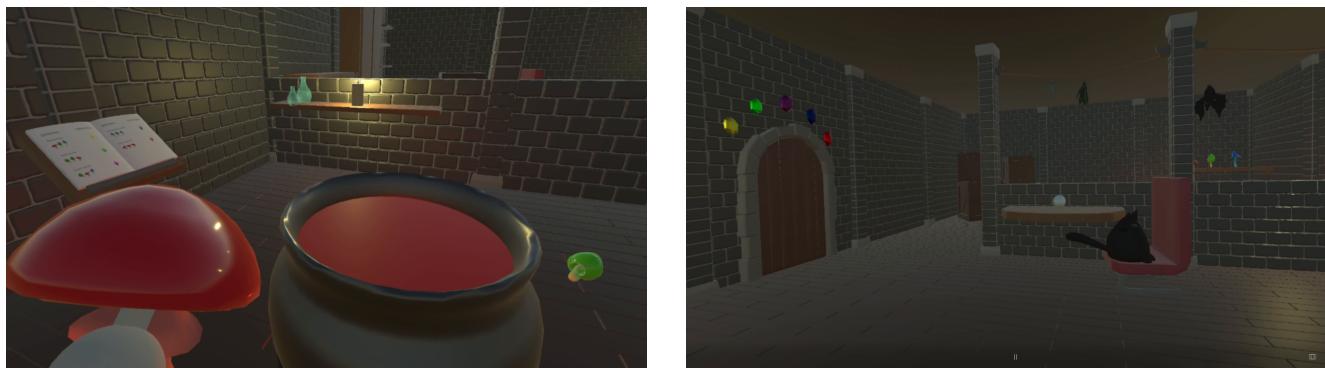
2D top down game where you play as a thief trying to rob your way to happy ending. As you progress, the character gets older and his attributes change.

This game, made in Unity engine, was a team project of 4 for a school subject. [link](#)



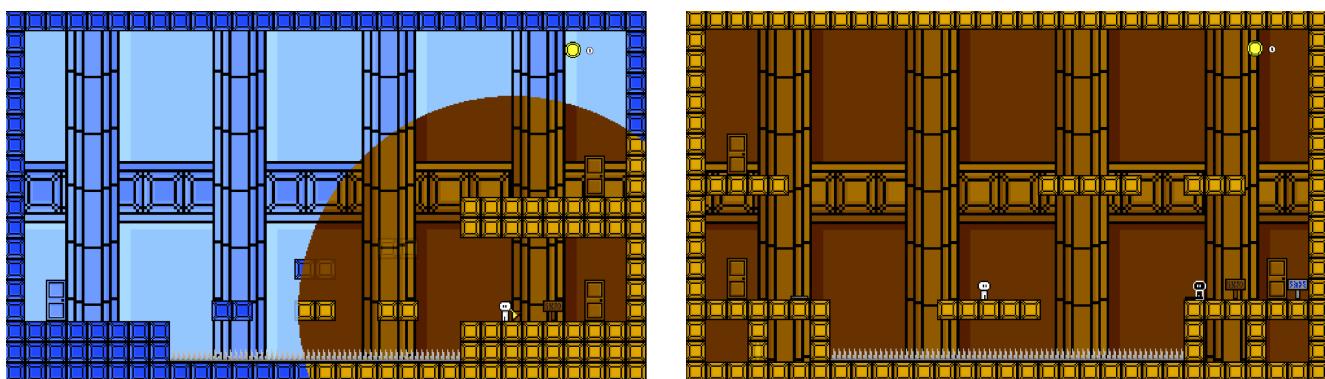
## Witches dungeon

VR medieval escape room game, where user needs to solve puzzles to escape. The game was made in Unity engine by team of 2. [link](#)



## Reality fracture

2D platformer puzzle game where multiple realities merge together and you and your alternate selves need to help each other to solve puzzles to fix the reality. A solo project made in Unity. [link](#)

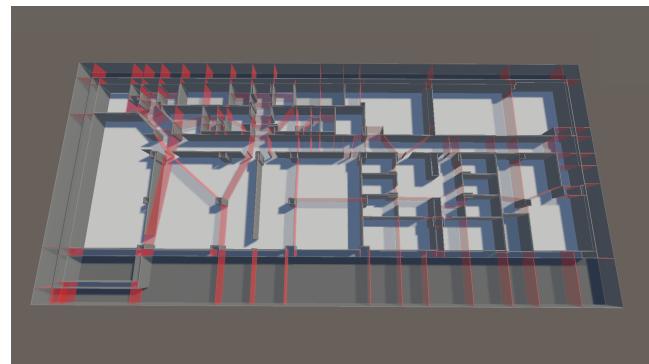


## Interactive room detection

My master thesis. An implementation of a computer graphics algorithm to generate Rooms and Portals partition based on input of walls in Unity engine. The algorithm splits a scene into separate rooms and generate potentially visible sets for each of the rooms. [link](#)



Potentially visible set



Partition to cells and portals

## Modelling

I like to create models and drawing too. These are some models I have created for different subjects. [link](#)



Ford Mustang GT 3D model (Material, baked textures)



Ford Mustang GT vector graphics

## Tools

- Unity
- Unreal Engine
- Blender
- Inkscape
- Gimp