Martin Schroeder

Game Designer/Producer

📍 Buenos Aires, Argentina   📅 12/12/1995

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👤 PROFILE

Martin is a seasoned professional with over ten years in the video game industry. He began his career at Dedalord Games in 2016, gaining expertise in Quality Assurance (QA) before joining Globant's Gaming Studio, where he contributed to the *Madden* franchise. In 2021, Martin transitioned to Production/Design, working on *Candy Crush Jelly Saga* with King, before switching to NetherRealm Studios in 2022 to focus on character and combat design for *Mortal Kombat Onslaught*. He is currently a Producer for Electronic Arts, leading the development o a key new features for the *Madden NFL franchise*.

📚 COURSES

Game Testing, *Image Campus* ↗
2018

Game Design, *Image Campus* ↗
2014

Game Art, *Image Campus* ↗
2014

Introduction to Videogame Programming Course, *Image Campus* ↗
2014

💼 PROFESSIONAL EXPERIENCE

Globant, *Game Producer (Semi Sr. Adv)* ↗
2021 – present

- **Game Designer - Untitled Bandai Namco Project (Amazon/Bandai Namco)**
  - Combat Design/Game Balancing/Unreal Implementation
- **Game Producer - Madden NFL 25/26 - College Football 26 (Electronic Arts)**
  - Team Leading/Product Design/Production Management
- **Game Designer - Mortal Kombat Onslaught (Netherrealms Studios)**
  - Combat Design/Encounter Design/Character Implementation
- **Game Designer - Candy Crush Jelly Saga (King)**
  - Level Designer/Team Leading

Globant, *QA Analyst* ↗
2018 – 2021

- **QA Analyst - Madden (Electronic Arts)**

Dedalord - Game Studio, *Multiple Roles* ↗
2016 – 2018

- **Game Designer - Disney Games**
- **Lead QA Analyst - Fred Games**
- **IT Manager**
- **3D Artist**

🎓 EDUCATION

Information and Communication Technology oriented High School., *Escuelas Técnicas ORT* ↗
2008 – 2013 | Buenos Aires, Argentina

Career and Courses, *Image Campus* ↗
Buenos Aires, Argentina

🧠 SKILLS

Game Design

Unreal Engine

Unity Engine

Godot Engine

UEFN (Unreal Editor for Fortnite)

Mobile Game Development

VR Game Development

Roblox Studio

Adobe Suite

Agile Methodologies
Scrum/Lean/Kanban