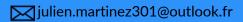
Julien MARTINEZ

Software developer

Formed in front-end development and in Game Design, I am looking for job in game or IT development. It would be a great opportunity to enhance my skills and contribute to professional projects.



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https://miiyukou.github.io/portfolio

O Lyon

Driver's licence: car

SKILLS

- Python / C#
- HTML5
- CSS3
- Git / TortoiseSVN
- Bug report and debugging
- Document layout (MS Office)
- Agile project managment
- Autonomy
- Curiosity
- Teamwork
- Versatility

LANGUAGES

French - Native

English - B2

HOBBIES

Making cocktails

Recipes discovery and home reproduction

Walking

In the city or in the countryside

STUDENT PROJECTS

 Tech Designer | Mr. Chaussette Battle Tournament Beat'em up | Unreal Engine 5 | 4 months (Feburary - May 2024)

OOP programming using C++ Blueprints on Unreal Engine 5

Behavior tree and animation integration

Versioning managment with TortoiseSVN

Bug Report and Fixing using MantisBT

Agile Scrum method with Jira

Tech Designer | NieR: Automata Pod recreation
Feature recreation | Unreal Engine 5 | 2 days (February 2023)

Recreation of a feature using C++ Blueprints

Visual effects and feedback

Test and debugging

• Game Designer | Advergame

Game pitch | Powerpoint, Photoshop | 1 day (December 2022)

Brand-related feature creation

Concept document layout and reflection on player theories

In-game UI Photobashing with Photoshop

PROFESSIONAL EXPERIENCES

Drive order picker

February - april 2025

Auchan - Saint-Priest

• Observation internship in a bakery

Bakery - Bezouce

December 2015

EDUCATION

Game Design & Project Management

2020 - 2024

GAME SUP - Lyon

Economics and Social Science baccalaureate

Philippe Lamour High School - Nîmes

2020