

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>

📍 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** December 2015
Bakery - Bezouce

EDUCATION

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|---|-------------|
| Game Design & Project Management | 2020 - 2024 |
| GAME SUP - Lyon | |
| Economics and Social Science baccalaureate | 2020 |
| Philippe Lamour High School - Nîmes | |