Miguel Rodríguez Martínez
Lead Game Designer & Full Stack Developer

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Profile description

Miguel Rodríguez Martínez

10+ Years of exp.

4 3D engines

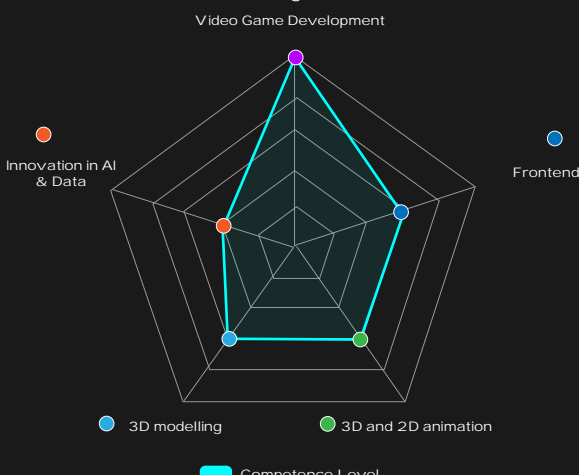**Full** Stack Dev

TECHNICAL OVERVIEW
CODE · DESIGN · LOGIC
XLERION

Competency Matrix

Throughout my career, I have learned to work both on the technical aspects of backend development and on the creativity required for video game development. This chart shows how I have built these skills in parallel.

Hybrid Profile: Tech & Creative

Radar chart axes: Video Game Development, Frontend, 3D and 2D animation, 3D modelling, Innovation in AI & Data

● Competence Level

Game Engines & 3D — Expert Level
Technical leadership in Unity (C#) and Unreal Engine 5. Experience in full pipeline: modelling (Blender/Z-Brush), animation, and game logic.

Fullstack Engineering — Architecture
Development of robust systems with Python (Django) and ReactJS. Creation of RESTful APIs and real-time data management platforms.
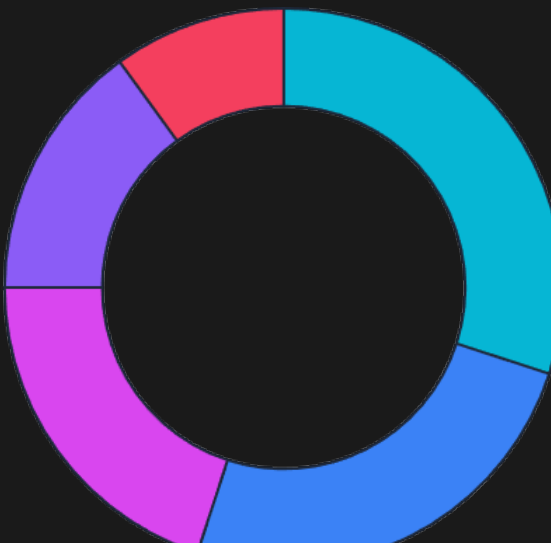
Infrastructure & AI — Integration
Deployment with Docker and Linux administration. Implementation of GenAI solutions and voice recognition APIs.

Technological Ecosystem

Breakdown of the tools and languages I actively use in my projects. My stack is versatile, allowing me to prototype quickly (Python) and scale final products (React/C++).

● Languages and Frameworks: Python, C#, JavaScript, ReactJS, Django, NodeJS, PHP

● Video games and 3D: Unity, Unreal, Godot, Blender, ZBrush, 3Ds Max

● DevOps and Tools: Docker GitHub, Trello, SCRUM

● AI and Blockchain: IBM Watson, generative AI, Blockchain development

● Game Engines (Unity, Unreal, Godot)
● Languages (Python, C#, PHP, JS)
● Web Frameworks (React, Django)
● Infra & OS (Docker, Linux)
● Design Tools (Blender, ZBrush)

Professional Career

Xlerion – Lead Game Designer
2027 – present
Bogotá, Colombia

- Action: Led the design and development of video games in Unity and Unreal.
- Technology: Integration of 3D modelling (Blender), animation, and game logic.
- Result: Implemented modular systems that reduced prototyping times by 40% and improved design iteration.
- Impact: Coordinated projects focused on AI and blockchain for institutional clients.

Caucasia Town Hall – Web Developer
2025
FOVIS

- Action: Created a data management platform for housing processes.
- Technology: ReactJS, Django, MySQL; real-time API integration.
- Result: Optimised efficiency in information visualisation and document management.

Software and Hardware Designer
2023 - 2024
Bogotá - Colombia

- Development of IoT video surveillance systems. Integration of hardware (Raspberry Pi), Linux/Nginx servers, and Python scripts for secure streaming transmission.

Previous Roles (Senior Developer)
2021 - 2023
Bogotá - Colombia

- Research in AI and voice recognition. Consultancy in blockchain integration and smart contract development for businesses.

Recent Certifications (2024)

Unreal Engine
SAE Institute México - Junio 2024

Introduction to Artificial Intelligence
University of California, Irvine - Junio 2024

Generative AI: Prompt Engineering
IBM & Coursera - Mayo 2024

Formal Education

Mobile Device Programming
SENA (2016)

Digital Prototyping
SENA (2015)

Continuous self-taught training with an emphasis on Software Engineering, Cloud Architecture, and Computer Graphics.

Empirical at heart, professional in action. Let's make your next project a reality.