

Manuel Martín Martín

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📍 Málaga

🌐 nelar.itch.io

🌐 Manuel Martín Martín

👤 Profile

Team player with strong communication skills, used to working under pressure. Versatile and always ready to support colleagues and share ideas.

🧠 Skills

Unreal Engine (Blueprints)

Unity (C#)

Godot (GDScript)

Version Control Systems (Perforce, Git)

Jira

Excel

📁 Projects

Underpacked!, *master's final project*

Currently working on a local cooperative game inspired by Overcooked, focused on space deliveries. Developed in Unreal Engine.

Goofyathlon, *GameJam*

It's a serious game designed to promote physical activity, featuring mini-games where the PC character is controlled using a mobile phone, similar to the way the Wii used motion controls. Made with **Unity**.

Carnival Swap, *GameJam*

Local co-op rhythm game based on the Carnival of Madrid. Made with **Unity**.

Bubble Gum Royale, *GameJam*

Local co-op game for up to 4 players, featuring mini-games in the style of Wipeout. Made with **Unity**.

👛 Professional Experience

VREstudio, *Internship* [🔗](#)

2023 – 2023 | Málaga, Spain

As part of my internship, I created a VR application on my own and collaborated on the development of a metaverse game, supporting the team in various aspects of production.

🎓 Education

Master's Degree in Game Design and Development,

2024 – present | Madrid, Spain

UCM (*Universidad Complutense de Madrid*)

Currently working on a local cooperative game inspired by Overcooked, focused on space deliveries. Developed in Unreal Engine 5.

Higher Technician in 3D Animation, Games and Interactive Environments, *Cesur*

2020 – 2023 | Málaga, Spain

During my studies, I learned the fundamentals of 3D modeling and animation using Blender. I also gained experience programming games in Unity and developing interactive experiences, including VR projects.

🌐 Languages

Spanish — Native • **English** — Intermediate