

Pablo Martínez López

Technical Game Designer

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STATEMENT

My passion for video games has led me to pursue a career in their development. Having completed a degree in "Video Game Design and Development", which has given me an overview of the whole video game creation process, I moved from Spain to the UK one year ago to further my career, and now I'm looking for a job improvement, more oriented to the role I want.

I am particularly interested in game mechanics; thinking about how to make them fun, how to make them work well together, but still leaving enough freedom for the player to think about the options they have to solve each situation. My dream is become a game designer, getting experience on the road along with the professionals with whom I work. I already have good understanding of designer needs and also of other departments, but I am keen to learn more.

Currently I am very excited about Virtual Reality because of the immersion it generates and the mechanics that still remain to be explored. I like to try different ways of interacting with the environment in VR and seeing how it feels, thinking about how to take advantage of it to obtain new, original and immersive game mechanics.

For some years I've been developing my own games. Some of them can be seen in my web portfolio.

SKILLS

- Unity and Unreal Engine 4.
- C# and C++. I have also worked with Java, PHP and SQL.
- Clean and well structured code.
- Analytical view for level / mechanics design.
- Great self motivation.
- Good group coordination and communication.
- Knowledge of art, sound, marketing and production, as well as related software: 3D Max, Photoshop, Audacity. I can communicate easily with other departments or perform/assist in related tasks.

WORK EXPERIENCE

Game Logic Programmer at [Northern Lights Gaming](#)

09/2018 - Present

I have been in charge of making functional prototypes of reel games in C ++. Developing the logic of the game, the client with its graphic representation, animations and effects, and balancing the mathematics of the game to get the required results.

Personal Projects

2015 - 09/2018

Business Practices as gameplay programmer at [Gammera Nest](#)

28/04/2014 - 27/07/2014

I worked on the project [Nubla](#)

My responsibilities were supervising game mechanics and implementing them in the different levels and puzzles.

My roles were gameplay programmer and technical game designer, eventually becoming lead programmer.

Business Practices as web back-end developer at [Hiperproteina](#)

05/2011 - 08/2011

I worked in front-end and back-end maintenance.

My responsibilities were adding new features to the website as well as fixing existing problems, for example; including adding new properties to the different products, and redesigning the website appearance for the new fashion standard.

EDUCATION

Camilo José Cela, ESNE – Video game Design and Development Degree

09/2011 – 09/2015

CES Cristo Rey – Computer Applications Development Vocational course

09/2009 – 05/2011

PERSONAL PROJECTS/INTERESTS

I try to apply gamification in every activity I do, looking for the ways to make things fun and show my friends that everything they do can have another point of view.

I find participating in Game Jams very stimulating. I get to meet new, awesome people and share ideas, whilst gaining experience making new and weird mechanics.

The games that I play in my spare time are usually those that have mechanics that I have never seen before and/or present a challenge for me. I enjoy having to learn to play them. I also enjoy games that bring together an environment and features that generate emerging gameplay. I play to explore, to experience new things that cannot be done in everyday life, and I love it!!

I have some little projects developed with Unity that I can show:

[Memory Quest](#): Memory game about finding matching pairs of cards. [You can get it for Android](#).

[Big Dad Wolf](#): Side-scrolling runner.

[Samurai Summer Camp](#): Stealth game of a fat cat.

[Leaves' Joust](#): A joust between two ants on leaves takes place in a pond.

[Fair Duck Shooting](#): A virtual reality game about shooting at a fair duck stand.

You can see more in my [web portfolio](#).