

Pablo Martínez López

Technical Game Designer

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Web portfolio:

<https://pablomartinezlopez.github.io/>

WORK EXPERIENCE

Level Designer at [Forgotten Empires](#)

06/2020 - 06/2021

- Genie Engine
- Bang! Engine
- General and specific mechanics GDDs.
- Azure for documentation and GDDs.
- Perforce for version control.

I have been in charge of making scenarios for Age of Empires 2: Definitive Edition and Age of Empires 3: Definitive Edition. Not only the structural design and placement of assets, but also its flow and make it fully functional with its specific events and scene mechanics.

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

09/2018 - 09/2019

- Marmalade Game Studio
- C++
- Sourcetree and bitbucket for version control.

I have been in charge of making functional prototypes of reel games. 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 - 2021

- Unity3D
- Unreal Engine 4
- C#
- VR
- Sourcetree and bitbucket for version control.

I have made my own projects and participated in Game Jams. Some of these projects can be seen in my [web portfolio](#).

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

28/04/2014 - 27/07/2014

- Unity3D
- C#

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.

EDUCATION

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

09/2011 – 09/2015

I have completed this degree with specialization in programming which has given me an overview of the whole video game creation process. After acquiring all that technical knowledge, I began to train myself in Game Design. I also acquired in this degree knowledge of art, sound, marketing and production, as well as related software: 3D Max, Photoshop, Audacity.

CES Cristo Rey – Computer Applications Development Vocational course

09/2009 – 05/2011