

Gui Martínez Jiménez

DESIGNER | GAME DEV | PROGRAMMER

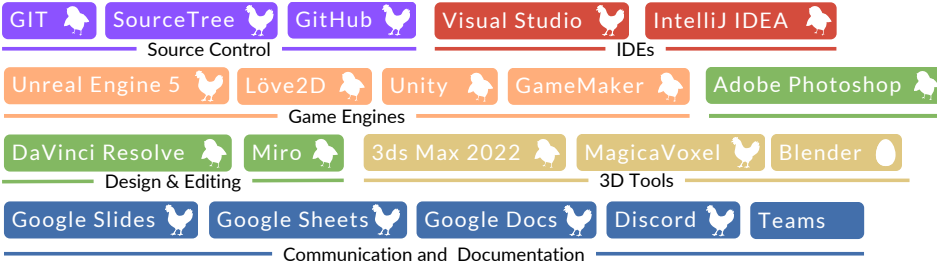


Skills

</> Coding



Software



Education



Academic Formation

Master of Videogames: Design, Creation and Programming | 2022 - 2023

UNIVERSITY POMPEU FABRA BARCELONA SCHOOL OF MANAGEMENT

Bachelor in Computer Engineering | 2016 - 2021

UNIVERSITY POMPEU FABRA

Educational cycle in Development of multiplatform applications | 2014- 2016

LA SALLE GRÀCIA



Complementary Formation

CS50's Introduction to Game Development
HARVARD UNIVERSITY



Languages

English | Nivel B2.2 (MCER)
Catalan | Native language
Spanish | Native language

Professional Experience



Work Environments

Movetia | March 2022 - February 2023

Tasks

- Frontend Development
- iOS and SwiftUI
- Report my progress

Competencies

- Time organization
- Colaboration
- Focus on the important tasks

Smadex | December 2021 - February 2022

Tasks

- Backend Development
- Testing
- Update and write documentation

Competencies

- Independence
- Communication
- Working inside a company



Curricular internships

Interactive Technologies Group (UPF) | November 2020 - July 2021

Tasks

- Creation of a particle editor
- API development
- Colaboration in Twitter

Competencies

- Independence
- Exposition of my advances
- Working inside an investigation group

About me

I have a master of Videogames from UPF BSM, and I'm a Computer engineer from UPF. I really love all about the world of video games, and my goal is to develop myself professionally inside this sector.

Hobbies

- Organize and energize role-playing sessions, creating npc, environments and the relations between them.
- Painting and modelling miniatures and scenography.

Strengths

- Big Imagination
- Detail-oriented
- Constant effort
- Availability and motivation to learn new techs

Destacable Projects

- [RememberMeow](https://youtu.be/G0m0wEYbPD4) <https://youtu.be/G0m0wEYbPD4>
- [Cardgeon](https://youtu.be/hlVD0ulK-E0) <https://youtu.be/hlVD0ulK-E0>
- [Neera's Quest](https://youtu.be/WnwV5CcM3_Y) https://youtu.be/WnwV5CcM3_Y
- [Dixie](https://pagunasa.github.io/Dixie/) <https://pagunasa.github.io/Dixie/>

See more in my portfolio

<https://pagunasa.github.io/GuiPortfolio/>



Volunteering

Mountain Group Monitor
October 2014 - October 2016

SCHOOL JESÚS MARÍA SANT ANDREU

Teacher SCRATCH 6a. Edició de Codeclub
October 2018 - January 2018

LIBRARY EL CLOT-JOSEP BENET



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<https://pagunasa.github.io/GuiPortfolio/>

Gaming experience

Top 10 most played games on Steam

- The Binding of Isaac ⌚ 181,3 hours
- Divinity Original Sin 2 ⌚ 157,9 hours
- The Battle for Wesnoth ⌚ 104,8 hours
- Team Fortress 2 ⌚ 74 hours
- Trove ⌚ 68,4 hours
- Warframe ⌚ 57,2 hours
- Dungeon Defenders 2 ⌚ 55,1 hours
- Transformice ⌚ 54,4 hours
- Skyrim ⌚ 50,9 hours
- Hollow Knight ⌚ 44,3 hours

Top 10 most played games on Epic Games

- Loop Hero ⌚ 40,3 hours
- Barony ⌚ 28,3 hours
- Remnant: From the Ashes ⌚ 23 hours
- For The King ⌚ 22,1 hours
- The Messenger ⌚ 21,7 hours
- Into The Breach ⌚ 20,5 hours
- Dauntless ⌚ 19,4 hours
- Nioh ⌚ 18,4 hours
- ARK: Survival Evolved ⌚ 17,4 hours
- Slime Rancher ⌚ 16,1 hours

Level of Gaming



- Deck Building
- Sandbox
- RPG/Roleplaying
- Roguelike
- Shooters
- Plataformers
- Strategy
- Souls/Soulslike

These are my most played types of games, but the truth is that I play a little of everything