Martin Cordova

Roblox Game Developer • Systems Engineer

Email: SyntaxOperator@Gmail.com | GitHub: github.com/SHINEOKAY4 | Roblox: roblox.com/users/5251245881/profile | Discord: Shine_Okay

Summary

Systems-oriented Roblox developer with strong expertise in Luau, object-oriented and functional programming, and scalable systems design. Experienced in building core gameplay frameworks, UI systems, and reliable backend services. Passionate about creating smooth, engaging player experiences and collaborating in team environments.

Skills

Languages & Tools	Luau (typed), Roblox Studio, VS Code, GitHub
Programming Paradigms	Object-Oriented Programming (OOP), Functional Programming, Type Checking
Strengths	Systems Design, Economy Balancing, UI/UX in games, Problem Solving, Collaboration, Adaptability

Projects

Grimheart (Action-RPG Systems Demo)
- Implemented persistent saving & serialization.
- Built player customization system with dynamic attributes.
- Designed responsive combat mechanics (rolling, sword attacks).

Day & Night • Inventory • Camera (Systems Showcase)
- Developed smooth day/night cycle with environmental transitions.
- Built drag-and-drop inventory UI system.
- Engineered custom cinematic camera controller.

Tap World (Idle Clicker Game)
- Designed core clicker progression loop and rebirth system.
- Built pet hatching and multiplier economy system.
- Balanced inventory and economy for long-term engagement.

Experience

Freelance Roblox Developer
- Collaborated with teams to design and implement systems for community projects.
- Delivered reliable, maintainable Luau code under deadlines.

Education

Self-Taught Roblox Developer — ongoing

Available for collaborations and development opportunities.