



Raúl Martín Hernández

ID: 51526039J

Date of birth: 11/05/2000

Place of birth: Madrid, Spain

Nationality: Spanish

CONTACT

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WORK EXPERIENCE

Serquo San Sebastián de los Reyes, Spain

Internship - BackEnd Web Developer

01/02/2022 – 19/05/2022

Developer in a multiple year old internal project made with Java Spring and AngularJS for a banking entity. Work consisted on adding new functionality, fixing bugs and meeting with the client to debate on the progress. Followed an agile methodology.

Gothenburg University Gothenburg, Sweden

Part-time - Teacher Assistant

12/01/2024 – 28/03/2024

Participated on the course 'Design and Construction of Digital Games' with the following roles:

- Assist students with technical questions about how to work with Unity and git's workflow
- Help students playtest their game ideas both in paper and in-game, giving feedback of why systems work or how they could be improved
- Help the teaching staff by grading several teams with their final project submissions

Chalmers Gothenburg, Sweden

Part-time - Teacher Assistant

13/01/2025 – 26/03/2025

Participated on the course 'Design and Construction of Digital Games' with the following roles:

- Help students playtest their game ideas both in paper and in-game, giving feedback of why systems work or how they could be improved
- I had the role of **group supervisor** for 7 different teams of 3-4 people, where I would guide students to bring their ideas to life
- Help the teaching staff by grading several teams with their final project submissions
- EXTRA: I developed some code to automatize some administrative tasks, and I helped the teaching staff with scheduling groups

EDUCATION AND TRAINING

11/09/2018 – 24/01/2023 Madrid, Spain

Bachelors on Computer Science Engineering Universidad Autónoma de Madrid

Demonstrated deep general knowledge in the following topics: Operating systems, Assembly and fundamentals of CPU architecture, Software Engineering, Web Development, Databases, AI, Compilers, Calculus, Video game programming, and Graphics.

Level in EQF EQF level 6 | **Type of credits** ECTS | **Number of credits** 240 |

Thesis Simulation of Ecosystem Evolution and Avoidance of Extinction via a Genetic Algorithm in Unity3D

21/08/2023 – CURRENT Gothenburg, Sweden

Masters in Game Design and Technology Gothenburg University

Level in EQF EQF level 7 | **Type of credits** ECTS | **Number of credits** 120 |

Thesis An Exploration of Procedural Content Generation in Open-World Games Through Level Design

LANGUAGE SKILLS

MOTHER TONGUE(S): Spanish

Other language(s):

English

Spoken interaction C1

Writing C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

SKILLS

PROGRAMMING LANGUAGES

C | gdscript | C# | C++ | Python | Java | SQL | x86 | HTML/CSS

DIGITAL SKILLS

Godot | Blender | Unity3D

DRIVING LICENCE

● **Driving Licence:** B

PROJECTS

● **Portfolio**

| [Check here](#) all the course and personal projects I've worked on throughout the years