

Carmen Martín Moreno

Game Developer

Personal Info

Address

Carrer Micer Mascò, 6, 10
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Willing to relocate

Email

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Phone

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Linkedin

<http://www.linkedin.com/in/carmen-martin-moreno>

Skills

- Adaptability
- Problem-solving
- Teamwork
- Leadership
- Attention to Detail
- Patience

Programming Languages

- C++
- Python
- C#
- GLSL
- SQL
- Kotlin
- JavaScript
- Java

Technologies

- Unreal Engine 4
- Unity
- OpenGL
- Android
- Houdini
- Git
- Perforce
- DearImGui
- Cmake
- Latex

Languages

- Spanish - Native
- English - C1

Enthusiastic computer science specialist with skills in game development, computer graphics and virtual reality. Looking to collaborate and learn from experienced team members. Eager to overcome challenges and offer supreme graphics and gameplay experiences.

Work History

Software Developer

U-Tad

mar. 2021 - nov. 2021 · 9 months

Madrid, Spain · Remotely

Researcher for the Virtual Transplant Reality project.

Developed the VTR Server tool to control the VTR platform in real time and keep patients history from a web application.

Junior Programmer

UNICOM Software

jul. 2020 - feb. 2021 · 8 months

El Ejido, Almería, Spain

Developed software for business management with Clarion, database management with Microsoft SQL Server and creation and design of reports with the Stimulsoft reporter.

Education

Computer Science University Degree

University of Granada

Granada, Spain

sep. 2016 - sep. 2020

Master's Degree in Computer Graphics, Virtual Reality and Simulation

Technology and Digital Art University Center (U-tad)

Madrid, Spain

oct. 2020 - sep. 2021

Higher National Diploma in Computing (Videogames Programming)

Videogames Digital Media Development School (ESAT)

Valencia, Spain

oct. 2021 - jun. 2023

Portfolio

My portfolio is available at:

<https://cmartin27.github.io/Portfolio/>