Carmen Martín Moreno

Gameplay Programmer

Personal Info

Address
Beisserstraße, 32
Hamburg, Germany
Willing to relocate

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Linkedin
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Twitter
@cmartindev

Skills

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

Programming Languages

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

Technologies

- Unreal Engine 4 / Unreal Engine 5
- Unity
- Kythera
- 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.

Portfolio

My portfolio is available at:
https://cmartin27.github.io/Portfolio/

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.

Junior Gameplay Programmer
FISHLABS GmbH
jun. 2023 - nov. 2023 · 6 months
Hamburg, Germany
Gameplay programmer specialized in artificial intelligence and combat. Developed enemies and other NPCs using Unreal Engine 5 and Kythera.

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