

CARLOS MARTÍNEZ

Programmer and Designer

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STRENGTHS

- Team work
- Fast learner
- Self-starter
- Creative
- Multidisciplinary
- Curious
- Proactive

LANGUAGES

Spanish: **Native**
English: **IGCSE English as First Language / IELTS C1**

SKILLS

- Unity 2D/3D
- UE 4/5
- C#
- C++
- C
- Java
- Python
- Git
- P4
- Jenkins
- Jira
- Agile
- Maya
- Lua
- Video editing
- Photoshop
- WS Office
- Linux/Ubuntu

COURSES




-  **Unreal Engine 5**
02/2024, by Carlos Coronado (Udemy)
-  **Unreal Engine 4**
12/2023, by Carlos Coronado (Udemy)
-  **C++ Programming for Unreal Game Development Specialization**
11/2023, by the University of Colorado System (Coursera)
-  **Design, organization and evaluation of video games and gamification**
2017, by the European University of Madrid (Miriadax)
-  **Unity3D**
2016, by the University of León

ABOUT ME




Programmer and designer with two MScs and experience in game development and software engineering. A proactive fast learning team player who combines technical expertise with design knowledge.

EXPERIENCE

Programmer | Astral Maw

-  12/2024 – Present
-  Madrid, Spain
- Working on **Dreadbone**  (Master's Thesis), a real-time strategy puzzle game made with **Unreal Engine 5** and **C++**.
 - Game Architecture and Planning, AI FSM BTs and Pathfinding, UI, Gameplay Systems, Debug Tools, Grid Generation, and other areas.

Junior Programmer | Maniac Panda Games



-  05/2022 – 09/2023
-  Remote
- Worked on **Racerloop**  , an arcade racing game made with Unity.
 - AI, Online Mode, Gameplay Systems, Automated Tests, Math Utils, and other areas.

Software Engineering Intern at HP SCDS

-  09/2018 – 06/2020
-  León, Spain
- Developed **MotionTracker**  , a Python target tracking system.
 - Finalist of the XV "Programa Observatorio Tecnológico HP" awards.** 

EDUCATION



Master's Degree in Video Game Development | Complutense University of Madrid

-  10/2024 – 07/2025
-  Madrid, Spain
- Specialized in **Unreal Engine** and **C++**, including courses such as Graphics Programming, Artificial Intelligence, Production, Networking, Engine, Physics, UI, and more.



Master's Degree in Video Game Design and Programming | Open University of Catalonia

-  09/2020 – 01/2022
-  Online
- Specialized in **Game Design** and **Unity 2D and 3D programming** using **C#**.

Student Exchange | California State University Monterey Bay

-  08/2019 – 01/2020
-  California, USA
- The Art of Storytelling (A+)**, **Graphics Programming (A+)**, **Environment Modeling (A+)**, **Character Design (A+)** and **Game Design II (A)**.

Degree in Computer Science | University of León

-  09/2016 – 06/2020
-  León, Spain

Additional Education

- Joint studies of **Mathematics** and **Computer Science** degrees. 93 credits.
- Baccalaureate in Science and Technology. **With honors**.
- English-Spanish Bilingual** Primary and Secondary Education.

ACHIEVEMENTS 🎮 SAMPLE PROJECTS

★ Stimulation of Mathematical Talent Project (ESTALMAT CyL)
2009 to 2013

★ Musician
Professional Degree in Music, specialty French Horn

★ Basketball player and coach
Played the National Championship and won leagues

PRESENTATIONS

🎤 Designing "Against" the Player
Level Up León, 08/2024

🎤 Environmental Storytelling in Video Games
Level Up León, 08/2018

🎤 Panel Discussion about Video Games with industry professionals
Level Up León, 08/2018

Check my full portfolio here: [Portfolio](#) 🌐

🧠 Master's Thesis: Dreadbone, Astral Maw | [Web](#) 🌐

📅 12/2024 – Present

- A real-time strategy puzzle game made with **Unreal Engine 5** and **C++**.
- Game Architecture and Planning, AI, UI, Gameplay Systems, Debug Tools, Grid Generation, and other areas.

🖱️ Racerloop, Maniac Panda Games | [Web](#) 🌐 | [Trailer](#) 📺

📅 05/2022 – 09/2023

- AI Players, Synchronous Online Game Mode, PlayFab implementation, several Gameplay Systems, Testing Automation, UI screens, Math Utils, Offline Build, Simple VFX...

🖱️ Breathdown | [Web](#) 🌐 | [Itch.io](#) 🎮 | [Repository](#) 📁

📅 02/2025

- Developed in two days for the *Global Game Jam 2025*.
- Short narrative game. Programmer and assistant designer.

🖱️ The Abyss | [Web](#) 🌐 | [Itch.io](#) 🎮 | [Repository](#) 📁

📅 11/2024

- Developed in two weeks for *The Confounding Calendar 2022*.
- Short 2D puzzle game. Programmer and designer.

🖱️ Flash your Fears | [Web](#) 🌐 | [Itch.io](#) 🎮 | [Repository](#) 📁

📅 02/2022

- Developed in one week for *Brackeys' Game Jam 2022.1*.
- Survival 2D game. In charge of overall direction and lead programmer.

🖱️ Master's Thesis: Katergaris' Labyrinth | [Web](#) 🌐 | [Report](#) 📄

📅 09/2021 – 01/2022

- 2D *roguelite* dungeon crawler programmed and designed on my own as Master's thesis.
- Procedural generation, stealth, sound, shops, storage and dialogue systems, original narrative, and modular creation of objects, abilities, and armors.

📄 MotionTracker, HP SCDS | [Web](#) 🌐 | [Project Proposal](#) 📄 | [HP SCDS Awards](#) 🏆

📅 09/2018 – 06/2020

- Modular Python-based application capable of tracking moving objects with a camera, even when the camera itself is in motion. Developed iteratively using agile methodologies.
- HP SCDS Internship: Grade of 9.5/10.
- Final Degree Project: Grade of 9.8/10.
- Industry Recognition: Finalist in the HP SCDS Awards.