CARLOS MARTÍNEZ

Programmer and Designer

@ carlosmargom1996@gmail.com   in carlos-martínez-gómez-6744a71b6   🌐 cmartinezgom.github.io

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 PC real-time strategy puzzle game made with **Unreal Engine 5 and C++**.
- Contributions in: 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** 🌐, a commercial PC arcade racing game made with Unity.
- Contributions in: 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

- Courses: **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

ACHIEVEMENTS

⭐ **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

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

🎮 SAMPLE PROJECTS

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 | 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.