

# CARLOS MARTÍNEZ GÓMEZ

Programmer and Designer

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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 Matlab Git  
P4 Jira Agile Maya  
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 all-round experience in game development and software engineering. A proactive fast learning team player who combines technical expertise with design knowledge.

## EXPERIENCE

### Junior Programmer | Maniac Panda Games

05/2022 – 09/2023

Remote

- Worked on **Racerloop**, a PC arcade racing game made with Unity. Developed by a small team where I had to work both under lead directions and on my own.
- Contributions in: AI, Synchronous Online Mode, Gameplay Systems, Automated Tests, Math Scripts and other areas.

### Software Engineering Intern at HP SCDS

09/2018 – 06/2020

León, Spain

- Developed **MotionTracker**, a Python-based target tracking system that worked with both moving targets and cameras. Using agile methodologies.
- 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

- Master's program specialized in Unreal Engine programming and C++, taught by industry professionals from EA, Activision, Mercury Steam, and others. It delves into areas such as Graphics Programming, Artificial Intelligence, Production, Networking, Engine, Physics, UI, and more.
- Master's Thesis: Development of the video game **Dreadbone**.

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

09/2020 – 01/2022

Online

- Multidisciplinary master including 2D and 3D programming in Unity, game design, level design, UI design or artificial intelligence.
- Master's Thesis: Development of the video game **Katergaris' Labyrinth**.

### Student Exchange | California State University Monterey Bay

08/2019 – 01/2020

California, USA

- Courses: **The Art of Storytelling** (A+), **Graphics Programming** (A+), **Environment Modelling** (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](#) 

 **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.