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

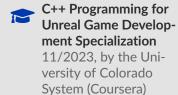
WS Office Linux/Ubuntu

COURSES

UI OC

Unreal Engine 5 02/2024, by Carlos Coronado (Udemy)

Unreal Engine 4 12/2023, by Carlos Coronado (Udemy)



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: Al, Synchronous Online Mode, Gameplay Systems, Automated Tests, Math Scripts and other areas.

Software Engineering Intern at HP SCDS

i 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.

<u>m</u> EDUCATION

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

i 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

i 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

i 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

Check my full portfolio here: Portfolio 🏶

- **=** 05/2022 09/2023
- Al Players, Synchronous Online Game Mode, PlayFab implementation, several Gameplay Systems, Testing Automation, UI screens, Math Utils, Offline Build, Simple VFX...

- **i** 02/2025
- Developed in two days for the Global Game Jam 2025.
- Short narrative game. Programmer and assistant designer.

PRESENTATIONS



Designing "Against" the Player

Level Up León, 08/2024



Environmental Storytelling in Video Games Level Up León,

Level Up Leór 08/2018



Panel Discussion about Video Games with industry professionals

Level Up León, 08/2018

◆ The Abyss | Web ♦ | Itch.io Repository • Propository • Proposit

- **11/2024**
- Developed in two weeks for The Confounding Calendar 2022.
- Short 2D puzzle game. Programmer and designer.

- **i** 02/2022
- Developed in one week for Brackeys' Game Jam 2022.1.
- Survival 2D game. In charge of overall direction and lead programmer.

- **=** 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.