CARLOS MARTÍNEZ GÓMEZ

Programmer and Designer

@ carlosmargom1996@gmail.com

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++

Python Matlab

Jira | Agile

Video editing

Photoshop

WS Office

Linux/Ubuntu

COURSES

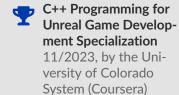


Unreal Engine 5 02/2024, by Carlos

Coronado (Udemy)



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





2017, by the European University of Madrid (Miriadax)



Unity3D

2016, by the University of León

ABOUT ME

Creative programmer and designer with proven experience in game development and software engineering. Versatile and resolutive programmer who is independently driven but also a solid team player.

EXPERIENCE

Junior Programmer | Maniac Panda Games

5 05/2022 - 09/2023



- 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 Game Mode, Gameplay Systems, Automated Tests, Math Scripts and other topics.

Software Engineering Intern at HP SCDS

= 09/2018 - 06/2020



- 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. Blog

EDUCATION

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

= 09/2020 - 01/2022



- Multidisciplinary course including 2D and 3D programming, 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

 Strong and wide grounding in the basic principles of maths, programming in different languages and design patterns.

Additional Education

- 93 credits, joint studies of Mathematics and Computer Science degrees. Strong and wide grounding in maths and calculus. University of Valladolid.
- Baccalaureate in Science and Technology. With honors.
- English-Spanish Bilingual Primary and Secondary Education within the framework of the agreement M.E.C./British Council.

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



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



Panel Discussion about Video Games with industry professionals

Level Up León, 08/2018

Racerloop with Maniac Panda Games | Web 🏶 | Trailer 🏶



- Al Players: Movement, tracking, obstacle avoidance, gameplay systems, ideal racing lane, Al skill, fine tunning...
- **Synchronous Online Game Mode**: Menu, lobby, remote connection, player position, race progress, Al players and power up sync, reconnection...
- PlayFab: Implementation of PlayFab's server login, user save and load along with their statistics, global leaderboards...
- Gameplay Systems: Player Orbital Camera with Spring Damper System, Ship's hovering, Power Ups, Debug Renderer, AbstractInputs...
- **Testing Automation**: Automatic Testing of the game using Unity Test Framework.
- **UI**: Login, Leaderboards, Online and Lobby screens, as well as a general pop up error window.
- Math Utils: Several math scripts for needs such as working with 2D lines or projected positions.
- Offline Build: Worked on adapting back-end services from the server into the file system. Just for events with no internet connection.
- Simple VFX: Simple shaders and particles.

Flash your Fears | 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.

- **i** 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.

= 03/2021

• 3 level tutorial about the Repulsion Gel from Portal 2 developed for Level Design subject.