Fran Martínez

TECH ARTIST

CONTACT

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- https://fmartinezfenoll.github.io

PROFILE

Enthusiastic software engineer with a passion for game development, and immersive gaming experiences.
Experienced developing custom engines for games in c++. Possesses a strong foundation in web development, committed to continuous learning and innovation in the everevolving landscape of software development. Loves to 3D model in free time.

CERTIFICATIONS & ACHIEVEMENTS

- 1st Prize Global game jam – 2025
- Unity cerficiate – 2021
- Developed game in assemble for gameboy – 2024

LANGUAGES

English – Spanish – Catalonian

EXPERIENCE

GRAPHIC SOFTWARE ENGINEER

Icy Beak Studios – 10/24 – 05/25

- Develop engine from scratch in OpenGL
- High end optimizations with shadows, particles.

UNITY DEVELOPER | NETCODE & GAME DESIGN SPECIALIST

GGTECH ENTERTAIMENT – 03/25 – now

- Focused on Unity Networking and Game feeling

PROFESSOR

Coding Giants – 03/25 – 05/25

- Programming for youth using Scratch, AppInventor, Minecraft Edu, and Unity
- Fostered creativity, logic, and tech skills through hands-on projects

FRONTEND DEVELOPER

Juanita – 2020

- Juanita.es

HARD SKILLS

C++ – C# – Unity – Assembly
Unreal Engine – 3D Graphics
HTML – CSS – JS

EDUCATION

MULTIMEDIA ENGINEERING DEGREE

University of Alicante
2020 – 2025