






CONTACT

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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 - Catalanian

Fran Martínez

TECH ARTIST

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 ENTERTAINMENT - 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 - OpenGL

EDUCATION

MULTIMEDIA ENGINEERING DEGREE

University of Alicante
2020 - 2025