

# Guillermo Meléndez

## Game Developer

GM



## About me

I'm a tidy, hard-working and motivated person whose main hobbies are learning and helping others.

I've been able to learn on my own, video game frameworks as Unity and Unreal and software as Blender and Substance Painter, improving skills as **self-taught learning** and **problem-solving**.

Also, I founded a video game's association, and with it the annual video game congress 'Game-Gen' where I worked as director and organizer, acquiring skills of **leadership** and **problem-solving**.

In recent years, I've been able to collaborate in a research team developing video games, upgrading **cooperation**, **learning** and **teamwork** skills.



## Contact

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[Portfolio](#)



## Languages

Spanish (Native)

English (B2)



## Experience

### Technical Artist

July 2020 - Present

I collaborate with several video game projects whose main purpose is to improve the **team's skills** as Game Developer **researching** and **developing behaviours scripts**, **data storage systems** and **tools**. Moreover, I collaborate with the UI/UX Team to developing the user interface.

### Researcher in Rey Juan Carlos University

February 2020 - June 2020

I developed a video game with **Android Studio** and **Unity**, and also developed a **VR** and **MR** video game with **NFC** and Arduino technology in Unity.

### Researcher in NeuVox Laboratory (CTB-UPM)

October 2018 - December 2019

I Collaborated with **MIT** and **CSIC** foundation researching, designing and developing a set of **Android** applications that facilitate the rehabilitation of patients with **Parkinson's disease**.



## Others

### Secretary

Association of Video game's Students  
August 2016 - July 2018

I organized **workshops** with professionals of the sector and game jams like **Global Game Jam**. Also, I managed the documents of the association.



## Education

### M.A. Houdini FX Diploma

College of Digital Art and Animation CG Spectrum  
August 2020 - May 2021  
Melbourne, Australia

### M.A. Degree in 3D Animation and production with Maya

Professional School of new Technologies CICE  
October 2019 - May 2020  
Madrid, Spain

### B.S. Design and Development of Video games

Rey Juan Carlos University  
September 2014 - September 2019  
Madrid, Spain

### B.S. Computer Engineer

Rey Juan Carlos University  
September 2014 - September 2019  
Madrid, Spain



## Hard Skills



### Development



Unity



Unreal Engine



Android Studio



Spring



C#



C++



Python



VEX



JavaScript



Java



HLSL



API Rest



MySQL / SQLite



### Design



Maya



Blender



Houdini



Photoshop



Substance  
Painter



### Management



Github



Gitlab



Sourcetree