

ALEJANDRO MARTÍNEZ FORNER

VIDEO GAMES PROGRAMMER

CONTACT

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- La Vall d'Uixó, Spain

LANGUAGES

- Spanish - Native
- Catalan - Native
- English - C1

TECHNICAL SKILLS

► Programming Languages

- C/C++
- C#
- GLSL
- HLSL
- Java

► Software

- Visual Studio
- RenderDoc
- GitHub
- Perforce
- Bitbucket
- Trello

► Game Engines & Libraries

- Unreal Engine
- Unity Engine
- SFML
- ImGui

► Graphic APIs

- OpenGL
- DirectX11

EDUCATION

HND IN COMPUTING, BTEC LEVEL 5

Sep 2020 - July 2023

ESAT (Escuela Superior de Arte y Tecnología)

- **Average Grade:** Distinction.

BACHILLERATO TECNOLÓGICO

Sep 2018 - Jun 2020

IES Botanic Cavanilles

BACHELOR OF SCIENCE WITH HONORS

Sep 2024 - Expected Date: May 2025

University of Hertfordshire

EXPERIENCE

BORN TO RISE - UNREAL ENGINE & C++ PROGRAMMER

Sept 2022 - July 2023

Development of a 2,5D "metroidvania" platform game by a team of 16 people as the last academic project in ESAT. The project has been published on Steam. I mainly worked on the AI behaviour of the enemies, including adjusting their animations and its particles, as well as the main menu development. I also implemented some gameplay hazards.

REQUIEM ENGINE - GRAPHIC PROGRAMMER

Sept 2022 - June 2023

During my studies at ESAT and working with a partner, we developed our first Graphic Engine from scratch using C++, OpenGL and DirectX and designed it with a component-oriented approach using an Entity Component System (ECS).

ADDITIONAL INFORMATION

- Available for both In-Office and Remote work.
- Strong collaborative skills and organisational acumen.