Sarah Martinez

Human Resources Business Partner | Talent Development Specialist

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🌐 linkedin.com/in/sarahmartinezhr 🏷 SHRM-CP Certified

🏷 PHR Certified

Certifications

Unity Certified Expert: Programmer
March 2022
Unity Technologies

Unreal Engine 5 C++ Developer
June 2023
Epic Games (Udemy)

Awards & Recognition

Best Gameplay – Ludum Dare 48
April 2021
Ludum Dare

Awarded for puzzle game 'Deeper and Deeper' which ranked in the top 5% overall among 3,000+ submissions

Employee Excellence Award
December 2021
Pixel Forge Interactive

Recognized for exceptional contributions to 'Starbound Odyssey' development and dedication to code quality

Languages

English
Native

Polish
Conversational

Interests

🎮 **Game Design**

Mechanics, Level Design, Player Psychology

🎲 **AI & Procedural Generation**

PCG, Machine Learning, Emergent Gameplay

📖 **Indie Game Development**

Solo Dev, Game Jams, Community

✏ **Technical Art**

Shaders, VFX, Optimization

Publications & Talks

Online Presence

in **LinkedIn**
@davidkowalski

🎮 **itch.io**
@dkowalski

Professional Summary

Passionate game developer with 5+ years of professional experience creating engaging gameplay systems and polished player experiences across multiple platforms. Specialized in Unity and Unreal Engine with strong expertise in C#, C++, and game design principles.

Technical Skills

</> **Unity Engine**

Expert
C#, Editor Tools, Performance Profiling

{ } **Unreal Engine**

Advanced
C++, Blueprints, UE5 Features

🔲 **Programming Languages**

Expert
C#, C++, Python, HLSL/GLSL

🧠 **Game AI**

Advanced
Behavior Trees, FSM, Pathfinding, Navigation

Education

University of Washington Bachelor of Science • 3.6 GPA
Computer Science Seattle, WA • 2014 – 2018

Concentration in Game Development. Relevant Coursework: Game Engine Architecture, Computer Graphics, Artificial Intelligence, Physics Simulation, 3D Mathematics, Software Engineering, Data Structures & Algorithms

Professional Experience

Cascade Studios Seattle, WA
Senior Game Developer March 2022 – Present

- Lead gameplay programmer on an unannounced AAA action-adventure title built in Unreal Engine 5 for PC and next-gen consoles

- Architected and implemented core combat system including hit detection, combo mechanics, and enemy AI behavior trees serving 15+ enemy types

- Developed custom editor tools in C++ that reduced level designer iteration time by 40% and improved workflow efficiency across the team

Optimizing Unity Games for Mobile: A Practical Guide
September 2021
Game Developer Magazine

Technical article covering mobile optimization techniques including draw call batching, LOD systems, and memory management

Building Modular Dialogue Systems
May 2022
Seattle Indie Game Developers Meetup

Presented talk on designing flexible dialogue systems for narrative games, attended by 60+ local developers

Pixel Forge Interactive
Bellevue, WA
Game Developer
June 2020 - February 2022

- Core developer on 'Starbound Odyssey,' a sci-fi roguelike that achieved 500K+ sales on Steam with 'Very Positive' user reviews
- Implemented procedural generation systems for level layouts, enemy encounters, and loot drops using Unity and C#
- Designed and programmed player progression systems including skill trees, equipment upgrades, and meta-progression mechanics
- Created robust save/load system supporting cloud saves and cross-platform play between PC and Nintendo Switch

Notable Projects

Echoes of the Void (Indie Game)
2023 - Present

Solo developer for a narrative-driven 2D platformer built in Unity. Features custom dialogue system, branching story paths, and atmospheric pixel art. Currently in development with demo released on itch.io garnering 5K+ downloads and positive community feedback. Planned Steam release Q2 2025.

View on itch.io

Open Source: Unity Dialogue Framework
2021 - 2023

Created and maintain an open-source dialogue system for Unity with visual node-based editor, localization support, and voice acting integration. Project has 800+ GitHub stars and is actively used by indie developers worldwide. Includes comprehensive documentation and example projects.

View on GitHub

Game Jam Participation
2019 - Present

Regular participant in Ludum Dare and Global Game Jam events. Created 12+ game prototypes exploring experimental mechanics and art styles. Won 'Best Gameplay' award at Ludum Dare 48 with puzzle game 'Deeper and Deeper' that ranked in top 5% overall.

Community Involvement

Seattle Indies
2020 - Present
Seattle, WA

Active member of local indie game development community. Organize monthly game showcases and provide mentorship to aspiring game developers through code reviews and technical guidance.

Code.org Game Development Workshops
2021 - Present
Seattle, WA

Volunteer instructor teaching basic game programming concepts to middle school students. Led 8+ workshops introducing Unity fundamentals and game design principles.

References

Available upon request