



# FRANCISCO RODRÍGUEZ MARTÍNEZ

VIDEO GAME DESIGNER AND DEVELOPER

## CONTACT

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- <https://pacorm03.github.io/pXc0/>

## SOFT SKILLS

- Good Communication
- Teamwork
- Consistent
- Conflict Resolution
- Critical Thinking
- Resilience
- Adaptable

## LANGUAGES

- Spanish (Native)
- English (B2)
- French (B1)



## PROFILE

Video Game Design and Development student, who is constantly learning through several external courses. I have skills in programming, animation, and specialized in 3D Modeling. After working on different university and personal projects, I have developed techniques that benefit both a team and work environment. I'm committed to achieving objectives and ongoing professional growth.



## TECHNICAL SKILLS

### 3D Modeling, Animation and Texturing

3DsMax, Adobe Substance, Sketch - Up, Marmoset  
Toolbag, V-Ray, Adobe Photoshop

### Programming

C++, C#, JavaScript, HTML, CSS, Phaser, Python, GitHub

### Video Game Engine

Unity

### Database

SQL



## PROJECTS

**Bouba District (URJC GOTY)** 2024  
Sync Studios

- 3D model of characters and enemies
- Created and implemented enemies' animations
- Work in video game engine, Unity

**Smash Dolls** 2023  
M0n3k0's

- 2D design and animation of a character
- Development of websockets in Phaser



## EDUCATION

**Video Game Design and Development** 2021 - 2025  
Rey Juan Carlos University | Madrid, Spain

**Bachelor of Technological Science** 2019 - 2021  
Huarte de San Juan | Linares, Jaén, Spain