Thomas Martinez

Interactive Media Developer

Portfolio:

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Skills

UI/UX Design

Software Dev

C# .NET

SQL

Node.js

Javascript

CSS

React

Socket.io

Python

Unity

Experience

Work

Looking For Group (May 2024 - August 2024)
UI/UX Developer
Designing and developing menus and user experiance for a virtual studio space aimed at encouraging community among users.

Dixon Valve and Coupling (May 2023 - August 2023)
IT Intern
Working in the .NET framework to develop displays of live data in factories and warehouses

Projects

Eye On The Prize (2025 Ongoing)
Developer
- Unity C#, Arduino, Exhibit
- Client: Strong National Museum of Play
- To be featured at RIT's Creativity and Innovation festival: Imagine RIT
- Gameshow style competition using with a virtual host and physical podiums

Splat World (2023)
UI/UX designer and server dev
- Unity, C#, Node.js
- AR game and social platform where players can create digital graffiti artwork on the real walls around them
- Lead discussions on user flow and experience
- Implemented and revised app user interface
- Additionally helped with updating and integrating server functionality

Education

Rochester Institute of Technology, (Expected May 2025)
Rochester, NY
New Media Interactive Development BS
Honors Program, 3.5 GPA, Dean's List 5 semesters

Coursework
New Media Capstone, Rich Web & App Development, Multi-Platform Media and App Development, Experience Design for Games and Media Aesthetics and Computing, Production Studio, Mathematics for Graphical Simulation, Interactive & Algorithmic Problem Solving, Discrete Math, Node.js and React Development, Web & Mobile Design, Computer Science