

URIEL CRUZ MARTINEZ

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12/04/1999 | MAN



WORK HISTORY

Game designer and Unreal Engine developer | Orenji Games | nov 2022 / jun 2023

- Blueprint programming / Level design and creation / Implementation of features and plugins

Unreal Engine developer | HechicerIA | jan 2022 / feb 2022 & aug 2022 / mar 2023

- Blueprint programming, Implementation of features and plugins, Research, Level creation

Software developer | Everis | oct 2019 / jun 2020

- Software Development / Incident Resolution / Testing

- Java / Javascript / XML / XSD / SQL / HTML

- Eclipse / Subversion / SQLDeveloper / SoapUI / Microsoft Word / Jira / Proactiva / SISnet

Web developer | Verkia | mar 2019 / jun 2019

- Analysis, design, coding, testing and web applications documentation / Web page design

EDUCATION

Master in video game programming with Unreal Engine | 2022 | Tokio School

Prototyping and level creation / Collisions and physics / Textures, materials and UVs / Effects and particles / Illumination / Video and sound / Infoarchitecture / Blueprints / Game modes / Gameplay / Animation / Artificial Intelligence (AI) / Menu and interfaces / Virtual Reality (VR) / Optimization and cleaning / Mobile development / Distribution and publication

Advanced course in video game design | 2022 | Tokio School

Video game industry and history / Game Design Document (GDD) / Video game analysis / Flowcharts / Rules, mechanics, dynamics and systems / Game theory / Creative process / Narrative and dialogue / Modeling with Blender / Scene and character design / Unity / Level design and workflow

Java FullStack and Angular Course | 2019 | Escuela de Organización Industrial

225h. [face-to-face]

- Java 8, Maven, JUnit, DDBB, JDBC, JPA, Spring, Spring Boot, Spring Data, Spring Rest, Spring MVC

- HTML 5, CSS, Javascript, Typescript, Node, Json Server, Angular

English Language Immersion Course | 2019 & 2021 | UIMP

40h. [face-to-face] each

Senior Technician in Multiplatform Application Development | 2017 - 2019 | IES Poeta Paco Molla

Develop, implement, document and maintain cross-platform IT applications, using specific technologies and development environments, guaranteeing access to data in a secure manner following the usability and quality criteria required by established standards.

Languages: Java, C, C #, Python, HTML5, CSS, XML, PHP, JavaScript, SQL, MySQL

SKILLS

Human: Communication / Teamwork / Problem-Solving / Critical Thinking / Organization / Adaptability / Attention to detail / Self-taught

Technical: Unreal Engine / Video Games / Blender / Git / Perforce / C++ / C / Java

LANGUAGES

- Spanish (Native)
- Certificate in Advanced English (C1)
- Valencian (B1)
- French Basic Knowledge (A2)

EXTRA

Volunteering

- LHDP Founding Member (Cybersecurity association) 2016 - 2022
- SIRP Full-Stack Developer (LUA) (GTA FiveM roleplay server developer) 2020 - 2022

Honors & Awards

- Honor Diploma for Academic Merits (Issued by IES Poeta Paco Molla) 2019
- 5th place in CyberOlympics 2017 (Issued by INCIBE) 2017