Víctor Martínez Simón

Personal Information

Name	Víctor Martínez Simón
Birthdate	16/04/1990
Birthplace	León (Spain)

Contact information

Address	Calle Petra Kelly 6b, 4B, Leganés
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Work experience

January 2017 - Now	Recreativos Franco Slot developer for a casino machine in C++.
December 2014 - December 2016	Lingokids Game developer for Android and IOS with Unity3D. I also developed some parts of the backend on Ruby on Rails.

Education

2013 - 2014	Universidad Complutense de Madrid Master on Game development, programming speciality
2008 - 2013	Universidad Complutense de Madrid Computer Engineering

Foreign languages

Spanish	Native
English	Advanced

Skills

Operative Systems	Windows, Linux
Program Languages	C++, Java, C#, Ruby on Rails, LUA
Game Engines	Unity3D

Projects

January 2019
Global Game Jam
Theme: "What home means to you"
Game: Your last day in April
Web: https://globalgamejam.org/2019/games/your-last-day-april
Game engine: Unity3d

January 2018
Global Game Jam
Theme: "Transmission"
Game: EsTeam-3
Web: https://globalgamejam.org/2018/games/esteam-3
Game engine: Unity3d

January 2017
Global Game Jam
Theme: "Waves"
Game: The Tesla Experiencie
Web: http://globalgamejam.org/2017/games/tte
Game engine: Unity3d

December 2016
Ludum Dare
Theme: "One room"
Game: BomBallRoom
Web: http://www.kongregate.com/games/chiki40/bomballroom
Game engine: Unity3d

January 2016
Global Game Jam
Theme: "Ritual"
Game: OCD
Web: http://globalgamejam.org/2016/games/ocd-3
Game engine: Unity3d

January 2015
Global Game Jam
Theme: "What we do now?"
Game: Fly, you fools!
Web: http://globalgamejam.org/2015/games/fly-you-fools
Game engine: Unity3d

January 2014 - September 2014

Game: Pit Stop
Game developed during the Master on Game development in UCM.
Vídeo: https://www.youtube.com/watch?v=DUslcIgVlC8
Game engine: Custom engine

January 2014

Global Game Jam
Theme: "We don't see things as they are, we see them as we are"
Game: Clowns & Grannies, Grannies & Clowns
Web: http://globalgamejam.org/2014/games/clowns-grannies-grannies-clowns
Game engine: Unity3d

October 2011 - June 2012

Game: Iron Hand
Game developed during my computer engineering in UCM.
Web: https://sourceforge.net/projects/ironhand/?source=directory
Game engine: XNA