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Objective: Logic/Gamelay programmer.

Experience:

Dec 2014 - Actually:

Monkimun, Madrid, Spain

Unity and Backend Developer

- Developed a game with random world generation, DLC, subscription system, metrics...
- Help with the performance of the old company games.
- Integration with some external tools like Customer.io or our Backend.
- Developed and improved the BackEnd of the games using Ruby on Rails.

Jan 2015:

Global Game Jam, Madrid, Spain

Unity Developer

- Developed the game Fly, you fools.
- Developed some parts of the game using Unity3D and C#, including the procedural generation of the world.
- <http://globalgamejam.org/2015/games/fly-you-fools>

Oct 2014 - Dec 2014:

Game Developer

- Developed a game by my own using Unity3D and C#.
- Developed a maze generation algorithm and the AI.
- Developed a network system.
- http://victormartinezsimon.com/PerdidosEnElLaberinto_es.html

Jul 2014 – Dec 2014:

Game Developer

- Developed a game by my own called Random Races using Unity3D and C# for Android devices.
- Developed an algorithm to generate random tracks.
- Integration with some art and scripts found on internet.
- Integration with Google Games services.
- <https://play.google.com/store/apps/details?id=com.victormartinezsimon.randomraces>

Jul 2014: **Summer School of Universidad Complutense**, Madrid, Spain
Unity3D teacher

- Introduce to Unity3D to 11-16 childs.
- Help them while they are developing their own games.
- <http://vacacionesvideojuegos.wordpress.com/>

Oct 2013 – Oct 2014: **Developing VideoGames Master**

- Develop a game for PSVita using C++, LUA and PhyreEngine.
- Developed the logic of the game, AI, UI and integration with LUA.
- Developed as a final master proyect.

Jan 2014: **Global Game Jam**, Madrid, Spain
Unity Developer

- Develop the game Clowns & Grannies, Grannies & Clowns.
- Develop some parts of the game using Unity3D and C#.
- <http://globalgamejam.org/2014/games/clowns-grannies-grannies-clowns>

Oct 2011 – Jun 2012: **Iron Hand**, Madrid, Spain:
C# Developer

- Developed a strategy game as part of one university course.
- Developed the network and some parts of the gameplay.
- Developed with XNA and C#.
- <http://sourceforge.net/projects/ironhand/?source=directory>

Education:

Oct 2013 – Oct 2014: **Universidad Complutense**, Madrid, Spain
Game Programming Master

Oct 2008 – Jul 2013: **Universidad Complutense**, Madrid, Spain
Computer Engineering

Skills:

- **Team Worker:** I've been in groups of more than 25 people developing the same program.
- **Leader:** I was the theater director in the residence during the university. I was also the captain of the Volleyball team.
- **Hard Worker:** I get the university degree in five years, without fail any exam and with a final note of 8,43.

- **Self learner:** I love learn programming languages and another stuff by myself and after that, teach them to everyone ask me anything.
- **Tenacious:** When I start something, i need to continue until finish it.
- **Organized:** I like to have everything under controll and have time to solve the problems that I can't controll.