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**Objective:** Logic/Gamelay programmer.

**Expiience:**

15/12/2015-Actually:

**Monkimun**, Madrid, Spain

Unity Developer

- Developed a random world generation for a game that isn't lauched yet.
- Help in the performance of the old company games.
- Create some class for integration with services (owns and external)
- Developed and improved the BackEnd of the games using Ruby on Rails.

23/01/2015-25/01/2015:

**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>

01/10/2015-15/12/2015:

**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](http://victormartinezsimon.com/PerdidosEnElLaberinto_es.html)

15/07/2014-13/10/2014:

**Android Developer**

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

- 01/07/2014-15/07/2014: **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/>
- 17/01/2014-19/01/2014: **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>
- 01/11/2014-15/05/2014: **Management Solutions**, Madrid, Spain:  
Intern
- Develop the tool S.I.R.O. using Java2E, Struts, Springs and JQuery.
  - Develop a tool to La Caixa group using Visual Basic.
- 14/02/2013-01/11/2014: **Geozyt S.L**, Madrid, Spain:  
Android Developer
- Maintenance the Android app Mitmi.
  - Develop the Android app Winkmi.
- 01/10/2012-15/07/2013: **Universidad Complutense** ,Madrid, Spain:  
Final degree proyect
- A proyect to extract information from medical documents
  - Developed on Java.
  - <http://eprints.ucm.es/22563/>
- 01/07/2012-01/09/2012: **EspafilTech S.L**, Madrid, Spain:  
Intern
- Develop some webs using Ruby on Rails.
- 01/11/2011-30/06/2012: **Iron Hand**, Madrid, Spain:  
C# Developer
- Developer of this strategy game as part of one university course.
  - Developed with XNA and C#.
  - <http://sourceforge.net/projects/ironhand/?source=directory>

**Education:**

01/10/2013-30/09/2014: **Universidad Compluense**, Madrid, Spain  
Game Programming Master

01/10/2008-15/07/2013: **Universidad Compluense**, 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.