

Víctor Martínez Simón



Personal Information

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

Contact information

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| Address | Calle Petra Kelly 6b, 4B, Leganés |
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| Web page | http://www.victormartinezsimon.com |

Work experience

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| Januray 2017 - Now | Recreativos Franco Senior game developer for slots machines on C++. |
| December 2014 - December 2016 | Lingokids Game Developer for Android and IOs with Unity3D. Backend developer with Ruby on Rails. |

Education

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

Foreign languages

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| Spanish | Nativo |
| English | Advanced |

Skills

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| Program Languages | C++, Java, C#, Ruby on Rails, Groovy |
| Scrum | PSM1 |
| Operative Systems | Windows, Linux |
| Game Engines | Unity3D |
| Others | Jenkins, Git, SVN, Excel |

Personal proyects

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| 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 Awards: Best game by professional jury |
| January 2018 | Global Game Jam Theme: "Transmission" Game: EsTeam-3 Web: https://globalgamejam.org/2018/games/esteam-3 Game Engine: Unity3d Awards: Best art |
| January 2017 | Global Game Jam Theme: "Waves" Game: The Tesla Experiencie Web: http://globalgamejam.org/2017/games/tte Game Engine: Unity3d Awards: Best game by participants |
| December 2016 | Ludum Dare Theme: "One room" Game: BomBallRoom Web: http://www.kongregate.com/games/chiki40/bomballroom Game Engine: Unity3d |

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| January 2016 | <p>Global Game Jam Theme: "Ritual" Game: OCD Web: http://globalgamejam.org/2016/games/ocd-3 Game Engine: Unity3d Awards: Best game by participants and professional jury</p> |
| January 2015 | <p>Global Game Jam Theme: "What we do now?" Game: Fly, you fools! Web: http://globalgamejam.org/2015/games/fly-you-fools Game Engine: Unity3d</p> |
| January 2014 - September 2014 | <p>Game: Pit Stop Game developed during the Master on game development Video: https://www.youtube.com/watch?v=DUSlIgVIC8 Game Engine: Phyre Engine</p> |
| January 2014 | <p>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</p> |
| October 2011 - June 2012 | <p>Game: Iron Hand Game developed during my Computer Engineering Web: https://sourceforge.net/projects/ironhand/?source=directory Game Engine: XNA</p> |