Víctor Martínez Simón
Galileo, 75, 5, Interior B
Madrid, 28015
Telephone: +34628006956
Email: victormartinezsimon@gmail.com
Web: http://victormartinezsimon.com/
LinkedIn: https://es.linkedin.com/in/victormartinezsimon

Objective: Logic/Gamelay programmer.

Exprience:

Dec 2014 - Actually: **Monkimun,** Madrid, Spain
Unity3D Developer
- I have developed some games of the company that are in the stores. I have implemented in app purchases, downloaded system, a random world generation and another more task.
- I helped with the performance of the company old games.
- I integrated some external tools to help the delepoment of the new games.
- I developed the BackEnd using Ruby on Rails.

Jan 2015:   **Global Game Jam,** Madrid, Spain
Unity3D Developer
- I developed the game Fly, you fools.
- I developed some using Unity3D and C# the world random generation, the menus of the game and art integration.
- http://globalgamejam.org/2015/games/fly-you-fools

Oct 2014 - Dec 2014:   **Game Developer**
- I developed a game by my own using Unity3D and C#.
- I developed a maze generation algorithm and the AI.
- I developed the network system of the game.
- http://victormartinezsimon.com/PerdidosEnElLaberinto_es.html

Jul 2014 – Dec 2014:	**Game Developer**
	• I developed a game by my own called Random Races using Unity3D and C# for Android devices.
	• I developed an algorithm to generate random tracks.
	• I integrated the art and scripts found on internet.
	• I integrated the 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
	• I introduced teenagers from 11 to 16 years to Unity3D.
	• I helped them while they are developing their own games.
	• http://vacacionesvideojuegos.wordpress.com/
Oct 2013 – Oct 2014:	**Developing VideoGames Master**
	• I developed a game for PSVita using C++, LUA and PhyreEngine.
	• I developed the logic of the game, the AI, the UI and integration between LUA and C++.
	• It was developed as my final master proyect.
Jan 2014:	**Global Game Jam,** Madrid, Spain
	Unity Developer
	• I developed the game Clowns & Grannies, Grannies & Clowns.
	• I developed the UI of the game, the menus, the logic and the puntuaction 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.