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Objective: Logic/Gamelay programmer.

Expreience:

Dec 2015 - 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:

Android Developer

- Developed a game using the Android API.
- Developed the classical 9 – Puzzle game using the camera or the gallery photos.
- Developed the A* algorithm to solve the game.
- <https://play.google.com/store/apps/details?id=com.victormartinezsimon.puzzle9gallery>

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/>

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>

Nov 2013 - May 2014:

Management Solutions, Madrid, Spain:
Intern

- Develop the tool S.I.R.O. using Java2E, Struts, Springs and JQuery.
- Develop a tool for La Caixa group using Visual Basic.

Feb 2013 – Nov 2014:

Geozyt S.L, Madrid, Spain:
Android Developer

- Maintenance the Android app Mitmi.
- Develop the Android app Winkmi.

Oct 2012 – Jul 2013:

Universidad Complutense, Madrid, Spain:
Final degree project

- A project to extract information from medical documents
- Developed on Java.
- <http://eprints.ucm.es/22563/>

Jul 2012 – Sep 2012:

EspafilTech S.L, Madrid, Spain:

Intern

- Develop some webs using Ruby on Rails.

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.