

Víctor Martínez Simón



Personal Information

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

Contact information

Address	Calle Petra Kelly 6b, 4B, Leganés
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Work experience

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

Education

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

Foreign languages

Spanish	Native
English	Advanced

Skills

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

Personal proyects

January 2021	Global Game Jam Theme: "Lost and found" Game: El botín de Palaverde Web: https://globalgamejam.org/2021/games/el-bot%C3%ADn-de-palaverde-0 Game Engine: Unity3d
January 2020	Global Game Jam Theme: "Repair" Game: YearBook2020 Web: https://globalgamejam.org/2020/games/yearbook20-1 Game Engine: Unity3d
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
January 2016	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
January 2015	Global Game Jam Theme: "What we do now?" Game: Fly, you fools! Web: http://globalgamejam.org/2015/games/fly-you-fools Game Engine: Unity3d
January 2014 - September 2014	Game: Pit Stop Game developed during the Master on game development Video: https://www.youtube.com/watch?v=DUSlclgVIC8 Game Engine: Phyre Engine
January 2014	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
October 2011 - June 2012	Game: Iron Hand Game developed during my Computer Engineering Web: https://sourceforge.net/projects/ironhand/?source=directory Game Engine: XNA