Víctor Martínez Simón

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Telephone: +34628006956 Email:victormartinezsimon@gmail.com

Web: http://victormartinezsimon.com/

Objective: Logic/Gamelay programmer.

Exprience:

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.vic tormartinezsimon.randomraces

07/01/2014-07/15/2014: 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/

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01/17/2017-01/19/2014: **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

11/01/2014-05/15/2014: 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.

02/14/2013-11/01/2014: **Geozyt S.L,** Madrid, Spain:

Android Developer

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

10/01/2012-07/15/2013: Universidad Complutense ,Madrid, Spain:

Final degree proyect

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

07/01/2012-10/01/2012: **EspafilTech S.L,** Madrid, Spain:

Intern

• Develop some webs using Ruby on Rails.

11/01/2011-06/30/2012: **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=dir ectory

Education:

10/01/2013-09/30/2014: Universidad Compluense, Madrid, Spain

Game Programming Master

10/01/2008-07/15/2013: 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.