

Víctor Martínez Simón



Personal Information

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

Contact information

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Work experience

Januray 2017 - Now	<p>Recreativos Franco</p> <p>Game developer for slots machines on C++:</p> <ul style="list-style-type: none">- Develop and maintain games for a machine for Spanish market.- Improve common code in all the games.- Improve on-site Game Engine.- Develop some conections with machine hardware.- Develop conections with APIs on Internet using RabbitMQ <p>Maintain and develop the Jenkins of the team:</p> <ul style="list-style-type: none">- Develop tools for Art team to run the games in their own PCs.- Develop tools for Q&A team to download art files or executables.- Develop tools for Development tesm to help to improve code.
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December 2014 - December 2016

- Lingokids
Game Developer for Android and IOs with Unity3D.:
- Develop some of the different games in the App.
 - Develop some internal tools for designers.
 - Develop the connection between App and Backend, like user management, analytics, roles...
 - Develop the system to download data and assets for different games.
- Development of the Backend on Ruby on Rails:
- Help to maintain the code of the Backend.
 - Develop the connection with different Apps stores.
 - Develop different test cases.

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 projects

January 2022

Global Game Jam
Theme: "Duality"
Game: Call of Duality
Web: <https://globalgamejam.org/2022/games/placeholder-3-1>
Game Engine: Unity3d

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