CONTACT DETAILS

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Miguel Martinez

Game Developer

EXECUTIVE SUMMARY

Game Developer with educational background in game development and hands-on experience in Unity, Unreal Engine and Godot. Proficient in C++ and C#, with specialized skills in AI programming, networking, and systems development. Recognized for leadership qualities and a track record of delivering innovative solutions in various game projects. Actively seeking opportunities to leverage technical skills and a passion for gaming in a Game Developer role.

TECHNICAL SKILLS

- **C++**
- **C#**
- **Python**
- **Networking**
- **Multi-Threading**
- **Behaviour Trees**
- **OpenGL**
- **Vulkan**
- **Shaders**
- **Leadership**
- **English**
- **Unity**
- **Unreal 4/5**
- **Godot 4**
- **Visual Scripting**
- **AI Programming**
- **Blackboards**
- **Raytracing**
- **3D Math**
- **Winsock**
- **Debugging**
- **Problem-Solving**
- **Spanish**

miguelmartinezolivares.com

WORK EXPERIENCE

Game Programmer, [P1] Virtual Civilization Initiative

October 2023 - Present | Remote

- Collaborated within a cross-disciplinary **team of over 700** to develop worlds.
- Efficiently resolved multiple development challenges using Unity and C#, adhering to Agile methodologies for timely project completion.

PROJECT EXPERIENCE

Lead Game Developer, Orlando Magic Innovation Challenge 2023

January 2023 |Orlando Magic - Amway Center, Orlando, Florida

- Developed a game concept within a 3-day timeline, resulting in 1st Place.
- Effectively contributed and collaborating under tight deadlines with **team of 5.**
- Created comprehensive game design documentation, including mock-ups, menu layouts, and gameplay flowcharts.

Lead Developer, Realm Rumble

May 2023 - October 2023 | Full Sail University – Orlando, Florida

- Leading a **team of 4** in the development of a real-time multiplayer strategy game.
- Responsible for AI programming and systems development.
- Utilizing Unreal Engine 5, focusing on Behavior Trees, Blackboards, and real-time replication for multiplayer scenarios.

Developer, Shellhacks 2023 Hackathon

September 2023 | Shellhacks – FIU, Florida

- Developed an AI-driven calendar goal-achiever assistant using GPT-4, Python, and Django with a **team of 4** talented developers.
- Engineered goal-based planning algorithms to create personalized task lists, deadlines, and guidelines.

Graphics Programmer, Vulkan Raytracing Renderer

October 2023 - Present | Personal project – Orlando, Florida

- **Solo Developing** a Vulkan-based raytracing renderer for enhanced graphics.
- Implementing raytracing algorithms for realistic lighting and shadows.
- Optimizing resource management using Vulkan API.
- Applying multi-threading for performance improvement.

ACADEMIC HISTORY

Full Sail University (GPA 3.6)

B.S. in Game Development and Computer Science | October-2023

- Lead programmer developing "Realm Rumble" (Unreal Engine 5.1)
- OpenGL Level Renderer, imported files from blender and rendered them in real time
- Boss programmer, and cinematics programmer for "Zomderbar" (Unity3D)
- Development Network Program "NetChat"(C++) TCP & UDP communication.

CAREER HIGHLIGHTS

- 1st Place winner at the Orlando Magic Innovation Challenge 2023 hosted by Orlando NBA team, developing a video game named "Sportsverse"
- 3rd Place in the Global Game Jam 2023 developing "Forgotten Roots".
- Shellhacks2023 Participation: Developed a personalized AI-driven calendar in the largest Florida hackathon to date.