

# Andy Lázaro Martínez

(+34) 645 451 311

[dexgamedev@gmail.com](mailto:dexgamedev@gmail.com)

Portfolio: <https://dexgamedev.com>

## Profile

Hardworking and creative video games programmer with experience in C++, game development engines such as Unreal Engine 4 and Unity 3D, and Virtual Reality development. Solid teamwork and communication ethics and strong problem-solving skills.

I would like to join a team to share my creativity and passion about video games and to provide new ideas and innovation, as well as learning from them and developing my skills.

## Education

<b>Sheffield Hallam University (SHU) 2018 - 2019</b> Sheffield, England	
BSc (Honours) in Computer Science for Games with <b>First Class</b> .	
<b>Relevant Modules</b>	
Final Year Project (FYP)	<b>FIRST</b>
3D Games Prototyping	<b>FIRST</b>
Effective C++ Programming	<b>FIRST</b>
Real-time 3D Techniques for Games	<b>FIRST</b>

<b>Escuela Superior de Arte y Tecnología (ESAT) 2015 - 2018</b> Valencia, Spain	
BTEC Level 5 HND in Computing and Systems Development with <b>Distinction</b>	
<b>Relevant Modules</b>	
Final Year Project	<b>Distinction</b>
3D Graphics Programming	<b>Distinction</b>
Low-level Programming	<b>Distinction</b>
Game Engine Programming (Unreal Engine 4)	<b>Distinction</b>

## Technical Skills

<b>Programming Languages</b>	C, C++, C#, ARM Assembly, GLSL, Javascript, GDScript, Blueprint
<b>Source Control</b>	Perforce, Git
<b>Graphics 3D</b>	OpenGL 3.X / 4.X
<b>Game development engines</b>	Unreal Engine 4, Unreal Engine 5, Unity 3D, Godot
<b>Virtual Reality Headsets</b>	Oculus Rift, HTC Vive, Oculus Go, Oculus Quest
<b>Debugging &amp; IDEs</b>	Visual Studio, Rider, RenderDoc.
<b>Other Skills &amp; Tools</b>	Jira, Confluence, XCode, Android Studio, React Native, TeamCity, Jenkins.

## Languages

<b>English</b>	Professional Proficiency
<b>Spanish</b>	Native Proficiency

## Relevant Games Industry Experience

<b>Game Programmer</b> <b>Atomic Piñata</b> Oct 2017 - Jul 2018	<p>I worked in the game <b>Deadly Burrito</b> inside of a student studio inside the University.</p> <p><b>Deadly Burrito</b> is a First-Person Shooter in Virtual Reality made in Unreal Engine 4. It has been published in <b>Steam</b> and <b>Oculus Store</b>.</p> <p>More details of my work in the game in my <a href="#">Portfolio</a></p>
<b>Gameplay Programmer</b> <b>Saber Interactive</b> Apr 2019 - May 2019	<p>Although I was in the company for a short time, I learned a lot about the internal organization and some of its projects already published as <b>NBA 2K playgrounds</b>.</p>

<p><b>Gameplay Programmer</b>  <b>elite3d - Turia Games</b>  <b>May 2019 - Dec 2021</b></p>	<p>I have worked on an unannounced 3rd person action adventure game in <b>Unreal Engine 4</b>. I was in charge of the Core Gameplay Systems (Combat, Animation, UI). Also worked on the core design aspects of the game.</p>
<p><b>Gameplay Engineer</b>  <b>31st Union</b>  <b>Dec 2021 - Present</b></p>	<p>I'm currently working on an unannounced Multiplayer game made in <b>Unreal Engine 5</b>. I'm working as a Gameplay Engineer on gameplay systems and UI.</p>

## Hobbies and interests

My passion for video games goes back to the first time I tried Space Cadets 3D in my father's Windows 95. Since then, that passion has only grown. The games that were really important in my childhood stage were Age of Empires, The Sims, Counter Strike 1.6 and Tekken 3. As I was growing up, I started playing World of Warcraft, finding real love in online games because that was my first interaction with people inside a game! In parallel, I've been playing RPG Games and more online games until now. Some of my favorites are The Elder Scrolls: Skyrim, The Warriors, Dishonored and Shadow of Mordor. Playing these games I realized all the love that developers had put in these games and I would like to do the same!

Apart from video games, I love Billiard, Motorbikes, Cinema, and Music. I also play Paddle in my spare time!

## References

**Gustavo Aranda**

Programme Leader

ESAT

[garanda@esat.es](mailto:garanda@esat.es)

**Javier Lazaro**

Project Manager

ESAT

[jlazaro@esat.es](mailto:jlazaro@esat.es)

**Diana Rodriguez**

Project Manager

ESAT

[drodriguez@esat.es](mailto:droduiguez@esat.es)

**Penny Collier**

Final Project Supervisor

SHU

[p.collier@shu.ac.uk](mailto:p.collier@shu.ac.uk)

**David Moore**

Real-time 3D lecturer

SHU

[D.R.Moore@shu.ac.uk](mailto:D.R.Moore@shu.ac.uk)