



CARLOS MARTÍNEZ PÉREZ

VIDEOGAME SOFTWARE DEVELOPER

INTRODUCTION

I love videogames almost as much as I love programming them. I also love working in multidisciplinary teams where I can learn every day and meet new people. You can see some of my projects on my website: carlosmp.com.

PERSONAL INFORMATION

 14/08/1995

 +34 652 800 844

 carmarper5@gmail.com

 <https://carlosmp.com>

 carlos-mp

 Lavapiés. C.P. 28012. Madrid, España

 B type. Own car

MAIN SKILLS

C++ 

Unreal Engine 4 

Unity 

OTHER SKILLS

FrontEnd:

HTML5, CSS3, Angular, React+Redux

BackEnd:

Node.js, SQL, MySQL, PhpMyAdmin

Other programming languages:

Java, JavaScript, Android, JQuery

LANGUAGES

Spanish

Native

English

Level C1 (CAE 2018) - 6 months in U.S.A.

PROFESSIONAL EXPERIENCE

EA SPORTS

December 2021 - Today



- C++ developer in the Core-Online team developing and fixing bugs related to online in-game features in "Madden NFL".
- Working with the most recent generation of consoles such as PS5 and Xbox Series X.

SABER INTERACTIVE

October 2019 - November 2021



- C++ gameplay developer at "Evil Dead The Game", an online asymmetric videogame with a group of 50+ people developing gameplay features in C++ with Unreal Engine 4 such as AI implementation, Third and First player control features and final bosses' full implementation among many others.
- Use and knowledge of UE4's ability system for online features for client-server interaction.
- Development of features alongside other departments such Animation, Rigging, Design and Audio departments.

TEAM OCCLUSION

October 2018 - September 2019



- Developer in "Guayota" an action-puzzle 3D person videogame developed in Unreal Engine 4 with a team of 15 people formed by students of the masters of development, design, art and marketing of videogames based on the Canarian culture.



PADAONE GAMES

January 2019 - July 2019

- Unity developer in "Enigma Madrid" an AR app for Android and iOS devices with Vuforia in collaboration with the national museum of Madrid.



EVERIS - VIRTUAL REALITY AND FULL STACK DEVELOPER

October 2017 - June 2018

- Unity developer in the Virtual and Augmented reality team developing with Oculus Rift and Google ARCore.
- Development of different web services in a web app using Node.js and JavaScript.

EDUCATION

MASTER IN VIDEOGAMES DEVELOPMENT

Universidad Complutense de Madrid, 2018 - 2019

SOFTWARE ENGINEERING DEGREE

Universidad Complutense de Madrid, 2013 - 2018

OTHER INFORMATION

PRESIDENT OF DISKOBOL

October 2016 - 2020

- Videogame association at the computer science faculty at UCM.

VIOLIN

2000 - Today

- Certificated professional in violin.