

David Martín Almazán

Portfolio | [LinkedIn](#) | [GitHub](#)

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UNITY DEVELOPER

I am a highly skilled game developer with over **6 years of experience** in the **C# language** and the popular **Unity graphics engine**. I have experience working with agile methodologies such as KANBAN and SCRUM.

TECHNICAL SKILLS

- Strong general programming skills - preferably in C# and C++
- Strong knowledge of 3D/2D mathematics and good Logical and Analytical skills
- Excellent teamwork skills, flexibility and ability to handle multiple tasks
- Knowledge in other languages: Python and JavaScript
- Knowledge of lighting, post-processing and augmented reality (use of Vulkan API)
- Understanding version control systems: Git and GitHub.

PROJECTS

Necrocandor	<i>C#, Unity, GitHub, Visual Studio, Cinemachine, State Machine, SCRUM</i>	For more info
<ul style="list-style-type: none">• Develop two of its four main skills: hook and impulse. To do that I made a state machine.• Fix bugs that came up in QA sessions.• Use and explain Unity's new input system for keyboard and controller use.• Carrying out my TFG "<i>Comparison of two-dimensional lighting (URP - Built In Render)</i>".		
Back Forward	<i>C#, Unity, Visual Studio, Artificial Intelligence</i>	For more info
<ul style="list-style-type: none">• Main character behaviour (death, shooting and animations)• Enemy Artificial Intelligence programmed using pair-programming technique• User interface		

AWARDS

1st place in Long Game category at ESNE GameJamOn2021 - "NECROCANDOR"	2021
1st place in Ludum Dare ESNE category in ESNE GameJamOn2021 "FLAME'S RYTHM"	2021

EXPERIENCE

WEB APPLICATIONS PROGRAMMER <i>Innovation Department, Alcalá de Henares City Council</i>	December 2022 - August 2023
DRONE APPLICATION DEVELOPER <i>European Flyers</i>	March 2020 - August 2020
CENTER REPRESENTATIVE <i>ESNE (Currently UDIT)</i>	Marzo 2020

EDUCATION

BACHELOR'S DEGREE VIDEO GAME DESIGN & DEVELOPMENT <i>ESNE(Currently UDIT)</i>	2017 - 2021
UNITY VIDEO GAME CREATOR COURSE <i>EOI (Escuela de Organización Industrial)</i>	2023
Programming Design Patterns for Unity <i>Gamedev.tv Team, Udemy</i>	2022
Introduction to Git and GitHub <i>Coursera</i>	2022

CERTIFICATIONS

Unity Multiplayer: Intermediate C# Coding & Networking

Curso completo de Python 3 de la A a la Z

- Learned the basics of Python: types of variables, tests, data structures, modules (pandas and numpy), object oriented programming and how to graphically represent data.

Troubleshooting and Debugging Techniques

- Techniques to quickly find and solve the root cause of problems

INTERESTING FACTS

- Languages
 - **Spanish:** *Native*
 - **English:** *B2*
- Car license B (Shared Vehicle)
- Complete and immediate availability