
■ INFORMACIÓN PERSONAL

Name and Surname

Manuel Rodríguez Matesanz

Birth Date

01 / 04 / 1995

Address

C/ Atenas 6, 28030 (Madrid, Spain)

Phone Number

+34 634 79 51 89

E-mail ✉

manuel.rodriguez.matesanz@gmail.com

Portfolio<http://www.manuelrodriguezmatesanz.com>**LinkedIn**<https://www.linkedin.com/in/manuel-rodr%C3%ADguez-matesanz-061563131/>

■ PROFESSIONAL EXPERIENCE

NOW**GBT-UPM**

Surgery Simulation Researcher

Creating a surgery simulator in Unity 3D (C#) at GBT

Jan-May**Smile and Learn****2018**

Unity Developer

Game developer in Unity with C#.

2017**CSP Coordinación de Seguridad y Proyectos**

Game Designer & Unity Developer

Game design and gameplay programming in Unity 3D Unity (C#) at CSP for the game called "Risko", an educative multiplayer game destined to teach scholars about risk prevention. Our main customer is the Education Ministry of Spain.

2016-2017**90's Studio**

Unity Developer

Gameplay programming in Unity Engine (C#) at college for the game in development called "The Fallen", which has been presented in gaming events such as Madrid Gaming Experience. It's destined for Windows, MacOS, PS4 and VR. The Fallen is qualified for the second round of the PlayStation Awards.

2016-2017**Black Hole Titan**

Unity Developer

Gameplay programming in Unity Engine (C#) at college for the game in development called "Black Hole Titan". It's destined for Windows, MacOS, PS4 and Nintendo Switch. Black Hole Titan is qualified for the second round of the PlayStation Awards

2016-2017 **Homebrew Scene**

Programmer

Creation of homebrews for 3DS and WiiU in C++. Setup of environments tutorials for homebrew development and currently creating a 3DS game engine for Windows, MacOS and Linux.

2016-2017 **HydregonTeam**

Programmer, UI & Game Designer, Concept Artist and Digital Artist

Currently developing a Pokémon Fan Game called Pokémon Crimson March in RPG Maker XP (Ruby).

2016 **Bumblebug Games**

Programmer, digital artist and concept artist

Gameplay programming, concept art and pixel art in Javascript for web games (TRekt, Evolution Saved Me...) and released in itch.io platform.

2015-2016 **Colegios El Valle**

Leisure Time Monitor

Leisure Time Monitor in summer camps, trips being their caretaker. Responsible for their physical, cognitive, communicative and creative development.

2015 **Team Gotham**

QA (Testing)

Testing the game "*The Guest*".

2013-2017 **College Development Groups**

Programmer

Developer of small projects in college.

2013-2014 **Samsung Electronics**

App Tester

Testing apps for Tizen devices.

■ ACADEMIC EDUCATION

- 2017-Now** **Computer Graphics, Games and Virtual Reality**
URJC
- Studying the post graduate studies for computer Graphics, Games and Virtual Reality development.
- 2013-2017** **Videogame Design and Development Degree**
ESNE
- Studying the Game Design and Development Degree in Unreal Engine, Unity 3D Engine and low-level programming.
- 2011-2017** **Self-tutoring skills**
Myself
- Studying software development in Ruby, C++, C#, Java, Javascript.
- 2016** **French Begginer Level (EOI)**
Escuela Oficial de Idiomas
- 2015** **Intensive course of Videogame Design**
Universidad Internacional Méndez Pelayo (Santander)
- Intensive learning about how to design videogames.
- 2015** **Leisure Time Monitor + First Aid course**
Cruz Roja (Red Cross)
- Learning and practicing skills for being a professional leisure time monitor for camps and trips and being able to save people's life if needed.
- 2013** **Online course of Videogame Development in Game Maker Studio**
YoYo Games
- Learning how to develop games in Game Maker Studio.
- 2013** **Course "Cross of the Entrepreneur"**
Universidad Camilo José Cela
- Learning and developing skills for undertaking projects and getting success in the world of work.
- 2013** **Selectividad**
Colegio El Valle & Universidad Complutense de Madrid
- University Entrance Exam in June 2013.

2011-2013 **Bachillerato**
Colegio El Valle

Obtaining the Technological Science A Levels.

2007-2011 **E.S.O**
Colegio El Valle

Obtaining the Compulsory Secondary Education qualification.

2008-2012 **Intensive courses for learning English in England and Ireland during 4 weeks**

■ PROFESSIONAL SKILLS

LANGUAGES

Spanish	Maternal Language
English	Fluent Level
French	Beginner Level

IT

- Advance knowledge in:
 - Unity Engine
 - Adobe Pack (Photoshop, Illustrator...)
 - Programming languages such as: Ruby, C++, C#, Javascript and Java.
 - Video Edition Programs (Camtasia, Windows Movie Maker)
 - Microsoft Office
 - Other Engines: Unreal Engine, Game Maker, Rpg Maker...
 - 3DS Homebrew Development in C++.

■ OTHER

- Driving licence and my own car.
- Available: Mornings (Right now) and Complete after college.
- Fully available for travelling.
- Willing to work as soon as possible.
- Really Hard-working and reliable.
- I learn fast and I can adapt myself easily to changes.
- Federated in fencing (Club Boadilla Las Encinas) and swimming (ClubEl Valle).
- Manga, Anime, Videogame and Console Collector.
- Cosplayer in my free time.
- Fan-game developer.
- Digital Artist in my free time.
- I love participating in RPG Tournaments (Pokémon...)