

Jose Manuel Martinez Diaz

Software and Game developer

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Summary

Proactive and enthusiastic programmer with **3 years** of experience as a **C# Software developer** in **Winforms** and **Xamarin** applications. Specialized in creating applications to improve processes and increase productivity. Additionally, I have experience in developing video games using **Unity3D** and **Unreal Engine 4**.

Professional Experience

May 2020 - Present | **C# Software developer** | Grupo Corporativo Caliche

As a Software developer in Grupo Caliche i was in charge in creating new implementations and tools for a in house application focused on transport management area, develop programs for diverse departments optimizing daily tasks, implement and publish mobile apps in Xamarin

- Skilled in developing **Winforms** applications using C# with the aim of streamlining processes and increasing productivity across various departments.
- Implemented and published **Xamarin** applications on mobile device stores such as **Play Store** and **App Store**.
- Adept at continually developing new implementations and **tools** in existing Winforms and Xamarin projects to facilitate the usage for both the user and developers.
- Competent in creating **SQL queries** and **stored procedures** for the use in applications.
- Extensive experience in **identifying** and **resolving errors** across diverse projects.
- Well-versed in **optimizing** code to prevent process failures and improve application's **performance**.

Personal Projects

Jun 2022 - Aug 2023 | **RUNABUNCH** - Gameplay programmer, Unity 3D

Education

2018 - 2019 | **BSc (Hons) in Computer Games Programming** | Teesside University (TEES), UK

2015 - 2018 | **BTEC level 5 HND in Computing and Systems Development** | ESAT, Spain

Other Projects

Jan 2019 - May 2019 | **Destructible objects system project** - Tools programmer, Unity 3D

Oct 2017 - July 2018 | **Beer'Em Up** - Gameplay programmer, Unreal Engine 4

Skills

Languages: **English** (fluent), **Spanish** (native speaker)

Programming Languages: **C#, C++ & SQL**

Game Development: **Unity 3D & Unreal Engine 4**

Development Environments and Tools: **Visual Studio, .NET CORE, .NET Framework, Xamarin, Winforms & Devexpress**

Other Technical Skills: **SQL Server Management Studio, Azure TFS & GIT**