MARTINEZ RUBIO CY ABOUT ME

Íñigo Greetings, reader! l'm Martínez. 23-year-old designer driven by game unwavering passion for creating immersive gaming experiences. With a knack for innovation and a proactive approach, I've dedicated myself to mastering the art of game design. My journey has equipped me with expertise in level design, character development, and storytelling, all while embracing the latest industry trends and fostering effective teamwork. I'm excited to contribute my skills and creativity to your team, helping craft unforgettable gaming adventures.

KEY SKILLS

SUBSTANCE PAINTER / DESIGNER
AFTER EFFECTS / PREMIERE
AUTODESK MAYA / 3DS MAX
AUDACITY / ADOBE AUDITION

UNREAL ENGINE 5 / UNITY C# / C++ QA TESTING / PROTOTYPING Microsoft office

ENGLISH CI CERTIFICATE
JAPANESE BI
SPANISH

CAMBRIDGE CERTIFICATE
JPLT N5
MOTHER TONGUE

EDUCATION

Francisco de Vitoria University Bachelor's Degree in Video Game Creation and Storytelling, Game Design, and Interactive Content (2020 - 2024)

Francisco de Vitoria University Certificate of higher education, 3D Animation for Games and Interactive Environments · (2018 - 2020)

CEU San Pablo University Certificate of vocational education, 3D Animation for Games and Interactive Environments (2016 - 2018)

AWARDS

-CBEST ART) 2020 GLOBAL GAME-JAM. FRANCISCO DE VITORIA UNIVERSITY. - TENE37 -

-CBEST NARRATIVE) 2021 GLOBAL GAME-JAM. FRANCISCO DE VITORIA UNIVERSITY. - PROJECT CREDACTED] -

-CBEST BANNER) GOOGLE PLAY AWARDS 2014 - WESTHILL INSTITUTE.

-CBEST CREATIVITY) INVENTIONS TO HELP HOSPITALS - FRANCISCO DE VITORIA UNIVERSITY.

PREVIOUS Experience



IT JUNIOR
PULLMANTUR CRUCEROS - INTERNSHIP CONTRACT
MAR. 2018 - JUN. 2018 · 4 MONTHS
MADRID, COMUNIDAD DE MADRID, SPAIN

当CONTACT 全MATION

EMAIL:

INIGO5897@GMAIL.COM

PHONE:

+34 684019151

PORTFOLIO: Linkedin: HTTPS://INIGOMARTINEZRUBIO.GITHUB.IO HTTPS://WWW.LINKEDIN.COM/IN/INIGOMR/