



# JUAN GÓMEZ-MARTINHO

SOFTWARE ENGINEER

(Madrid, 29-02-1996)

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## TECHNICAL SKILLS

(Details: [juanmartinho.com](http://juanmartinho.com))

Unity  
+3 years experience

Unreal Engine  
Experimented

C++, C  
Experimented

C#  
Professional

Java  
Highly Experienced

HTML & CSS  
Experimented

JS & Node.js  
Experimented

SQL & MySQL  
Experimented

Android  
Experimented

NoSQL  
Occasional

Postman  
Occasional

Python  
Basic

Software Modeling, UML  
Basic



## Languages



Native



C1



A1



## EXPERIENCE

### • Everis – XR Developer (2018-Present)

Innovation banking consultant. In charge of **Virtual Reality, Augmented Reality and Mixed Reality** projects. In charge of **testing and improving microservices and APIs** for the demo center.

Some of my responsibilities are:

- In charge of **ideating, designing, and developing new applications using Extended Reality** for banking.
- Unit and Integration **testing**.
- Technical **design**.
- Coordinator of the XR development team.
- Coordinator of the demo center.
- **Testing and QA** for the demo center (its solutions and APIs)
- In charge of capturing the client's needs and adapting our solutions to fit them.
- Scrum Master.

### • Vøid Studios – ‘Two Mars’ (2019-2020)

Co-Creator of Vøid Studios, group in charge of 'Two Mars'. Ideated the idea behind the game: a **VR asymmetric videogame** where one player uses the VR headset and other plays using the controller. **Programmer, Designer**. Team Director, coordinating the art, design, programming, and story-telling teams.



## EDUCATION

### • Master’s Degree in Videogame Design and Development

2020-2021, Complutense University of Madrid.

### • Bachelor of Software Engineering

2014-2019, Complutense University of Madrid.



## PERSONAL SKILLS

### • Team Management:

Highly skilled coordinating development teams. Experience **managing people and their skills**, time estimations, resource management and communication with final clients. Co-Founder of Vøid Studios, **directing a team of 3 programmers, 3 artists, 2 designers and a scriptwriter**.

### • Acting Module (2011 - 2014):

'Metropolis' Cinema and Theater Acting School. Completed Acting I, II and the 'Actor's Deep Training' module.

### • Cinematography and Theater:

Acting skills, script writing and adaptation. **Direction of actors, team coordination**. High **editing** skills. I've organized and participated at multiple amateur plays. Produced **several videos and short films** though high school and at my early years of college.

### • Communication with client:

As part of my responsibilities at my current job, I'm in charge of **appointing demo sessions with clients**, identify their needs and objectives to adapt the journey of the session. I also **explain the use cases** to the clients, focusing on the technology, the business advantages and **answering possible questions**.



## OTHER

**Computing:** Vegas 16, Adobe After Effects, Adobe Premier (Advanced)

Blender (Basic)

Helped though my last 4 years of high school to **maintain** all electronic elements at school (computers, projectors, sound equipment)

Always attentive to the latest technological developments.

**Misc.:** Organized a 'drama club' at school as an extracurricular activity.

Main hobby: **playing and creating videogames**. Programming tools.

I've **taught private classes** at High School (Mathematics, Economy, Physics...).

Volunteered as **camp monitor** for kids age 3-5. Jesus Maestro Urban Camp 2014.