Jesin Jarod Martinez

Game Developer

jesinmartinez21@gmail.com | Philippines

Portfolio | GitHub | Linkedin

EDUCATION

DE LA SALLE UNIVERSITY   2015 - 2019

Computer Science with Specialization in Software Technology Bachelors

EXPERIENCE

UNITY INTEGRATOR | Dreamlords Digital   January 2024 – Preset

- Integrating the various assets and components created by Artists and Developers on an ongoing project
- Experience in using the tools the engineers create to expedite the integration process
- Experience working with a team of artists, QAs, developers, and designers locally and internationally

KATAKATA CREATIVE | Lead Game Developer   December 2019 – Present

- Setup, maintenance, and ongoing development of our projects' codebases, tools and features using the Unity C# framework
- Assistance in game design of our projects

ANINO INC. | Full Stack Game Developer   January 2020 – February 2024

- Maintenance and feature development of a currently released game
- Setup, maintenance, and consumption of back-end environment for projects
- Experience working with a team of artists, QAs, developers, and designers locally and internationally

INDIGO ENTERTAINMENT | Developer Intern   January 2018 – May 2018

- Training in industry application of various programming techniques and source-control for game projects

SKILLS

Programming Languages	C#, Java, JavaScript, TypeScript, Python, C
Libraries/Frameworks	JavaScript, React
Tools / Platforms	Git, VS Code, Unity, Github, Firebase, Jira, Trello, Docker, Notion
Databases	SQL