



Raúl Martín Hernández


Date of birth: 11/05/2000


Place of birth: Madrid, Spain


Nationality: Spanish


CONTACT

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ABOUT ME

I'm a **Computer Science Engineer** that enjoys **Video game Development**. My personal interests align with my experience on *Tools Programming* and *Level Design*.

WORK EXPERIENCE

● **Chalmers** Gothenburg, Sweden

Part-time - Teacher Assistant

13/01/2025 – 26/03/2025

I assisted on the course '*Design and Construction of Digital Games*' with the following roles:

- Help students playtest their game ideas both in paper and in-game, giving feedback of why systems work or how they could be improved.
- I had the role of **group supervisor** for 7 different teams of 3-4 people, where I would guide students to bring their ideas to life.
- Help the teaching staff by grading several teams with their final project submissions.
- EXTRA: I developed some code to automatize some administrative tasks, and I helped the teaching staff with scheduling groups.

● **Gothenburg University** Gothenburg, Sweden

Part-time - Teacher Assistant

12/01/2024 – 28/03/2024

I assisted on the course '*Design and Construction of Digital Games*' with the following roles:

- Assist students with technical questions about how to work with Unity and git's workflow.
- Help students playtest their game ideas both in paper and in-game, giving feedback of why systems work or how they could be improved.
- Help the teaching staff by grading several teams with their final project submissions.

● **Serquo** San Sebastián de los Reyes, Spain

Internship - BackEnd Web Developer

01/02/2022 – 19/05/2022

Backend web developer role in a multiple year old internal project made with Java Spring and AngularJS for a banking entity. Work consisted on adding new functionality, fixing bugs and performance issues, and meeting with the client to debate on the progress. I followed an agile methodology, where I led the team of 3 interns.

EDUCATION AND TRAINING

11/09/2018 – 24/01/2023 Madrid, Spain

● **Bachelors on Computer Science Engineering** Universidad Autónoma de Madrid

Demonstrated deep general knowledge in the following topics: Operating systems, Assembly and fundamentals of CPU architecture, Software Engineering, Web Development, Databases, AI, Compilers, Calculus, Video game programming, Image Processing, and Graphics. Studied programming languages: C, C#, x86, Java, Django, Python, SQL, Haskell.

Level in EQF EQF level 6 | **Type of credits** ECTS | **Number of credits** 240 |

Thesis Simulation of Ecosystem Evolution and Avoidance of Extinction via a Genetic Algorithm in Unity3D

21/08/2023 – 01/06/2026 Gothenburg, Sweden

Masters in Game Design and Technology Gothenburg University

- Game Design: Research, Game Theory, Game loops, MDA framework, Design Patterns
- Technology: Game Engines, Computer Graphics, Software Engineering, Gameplay Programming
- Projects: large/small teams, agile methodology, VR, custom engines, PBR implementation, procedural generation, gamejams...

Level in EQF EQF level 7 | **Type of credits** ECTS | **Number of credits** 120 | **Thesis** Level Design Guidelines Applied to Procedural Open-World Games

LANGUAGE SKILLS

MOTHER TONGUE(S): Spanish

Other language(s):

English

Spoken interaction C1

Writing C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

PROGRAMMING LANGUAGES

C | gdscript | C# | Python | Java | SQL | x86 | HTML/CSS

DIGITAL SKILLS

Godot | Blender | Unity3D

DRIVING LICENCE

Driving Licence: B

PROJECTS

Portfolio

[Check here](#) all the course and personal projects I've worked on throughout the years.

Link <https://zephyr-62.github.io/portfolio>