Martin Rouret

Contact

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Languages

Spanish – Native
English – C1

Projects

Fist of Yokai: Rogue-lite hack n slash project in development. Solo programmer, game designer, project leader of a 5 persons team.

Summary

Engineer specializing in gameplay programming.

Experienced with all stages of the development cycle for video games. Well-versed in numerous programming languages, Unity3D and Unreal Engine 5 projects development.

Related Skills

- Programming Languages: **C#, C++.**
- Engines: **Unity3D, UE5**.

- Tools: **Git / GitHub / GitLab, Perforce, FMOD, Trello, HacknPlan.**
- Immersive tools: **VR glasses.**

Related Experience

Software Engineer - 06/2023 to present.
Meta, remote
- Lead the development of an SDK for seamless integration of Meta Quest haptics into Unreal Engine 5.
- Contributed to the integration of said SDK into Unity.
- Support to multiple 1P and 3P games.

Gameplay programmer - 10/2020 to present.
University of Granada, Granada, Spain
- Developed 3D simulations for maintenance procedueres for the IFMIF-DONES proyect.
- Developed VR experiences regarding procedures for IFMIF-DONES users.
- Designed and developed modular user-friendly simulation tools, such as speed, distance, illumination and camera managers, between others.

Contractor - 08/2021 to 02/2022
Apexit, remote
- Lead programmer and project manager of the team.
- Developed full game for the Apexit team, from designing the gameplay to publishing on the store.
- Developed enemies AI, abilities system, procedural room generation system, hero gameplay mechanics, points system, secure high score stored in Digital Ocean droplet.

Gameplay programmer - 05/2020 to 05/2023
Fragua Games, Granada, Spain
- Main programmer of 7 different video games prototypes, project manager for most of them. One of them was fully shipped and sold.
- Developed tools for game designers to tweak behaviors and balance gameplay of the different projects. Developed gameplay specifics for each project.
- Took care of the repositories and the continuity of the projects.

Education

- Master's degree: **Video game and virtual reality programming** – 2020 to 2021. **Tokio School**. Final Master's project: Full video game developed.
- **Professional Game Development in C++ and Unreal Engine course** – 02/2022. Tom Looman academy.
- Master's degree: **Physics** – 2019 to 2020. **University of Granada**. Granada, Spain. TFM: Investigated absorption in third generation solar cells (quantum dots).
- Degree: **Electronics engineering** – 2012 to 2018. **National University of Comahue**. Neuquén, Argentina. Final degree project: Development of a face detector and recognizer using convolutional neural networks.