

TOMAS MARTINEZ (he/him)

Belleville, Ontario

613-885-5236 | tomasmartinez1424@gmail.com

LinkedIn: www.linkedin.com/in/tomas-martinez-game-designer

Portfolio: <https://tomasmartinezgamedesigner.godaddysites.com/>

Game Design Skills

- Writing game design documentation.
- Prototyping and implementing gameplay systems.
- Cross-discipline collaboration and communication.
- Problem-solving and debugging complex issues.
- Adept at using version control systems.

Software & Scripting Skills

- Unity
- Github
- Trello
- Google apps
- Aseprite
- C#
- HTML5
- CSS
- Java
- Python

Work Experience

Game Designer

(Aug 2022 - current employment)

TRAPPED Canada (Escape Room Franchise)

- Designs puzzles with clear game and logic steps.
- Creates compelling narrative and story background for room escape games.
- Writes design documents including floor plan drawing and gameplay flowcharts.
- Collaborating with various stakeholders to create enticing and cost effective set design.

Game Designer & Developer

(Sep 2021- current employment)

Blank Canvas by ClownTown Games

- Designed and developed gameplay systems in Unity 2D (C#).
- Wrote clean, efficient, and well-documented code.
- Worked alongside various departments to ensure consistent gameplay feel.

Education & Certifications

Unity Certified Associate Game Developer

(Aug 17, 2023)

Issued by Unity Technologies - Expires August 17, 2026

Game Design and Development (BFAA) - Wilfrid Laurier University (2018-2022)

- Proficient in game design methodologies and development.
- Completed a minor in psychology and a specialization in User Experience Design.

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Additional Experiences

Designer and Developer (2022-ongoing)

Game Jams: GMTK 2022, Game Off 2022, MFJ 2023, Brackeys 2023 & 2023.2

- Organized group meetings and facilitated brainstorming using UX ideation methods.
- Designed, programmed, and led teams in various game jams.
- Wrote documentation for design documents and documented code.

President (2021-2022)

Wilfrid Laurier's Game Design and Development Student's Association

- Led meetings and worked collaboratively with a diverse team to plan events.
- Managed expenses and receipts with a budget of \$1000+.
- Raised student engagement through physical and digital channels (flyers, Discord etc.).

O-Week Icebreaker (2021-2022)

Wilfrid Laurier University Orientation Week

- Oversaw and coordinated events for incoming 1st year students.
- Adapted to regulations during COVID-19 pandemic.
- Received 'Icebreaker of the year' award for dedication and performance.

Community Representative (2018-2019)

Wilfrid Laurier University First Year Leadership Program

- Collaborated with a team to provide peers with well-planned events.
- Worked punctually and professionally within the limited time provided for meetings.
- Advertised events to the community at weekly floor meetings.

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References available upon request