HERMES
MUÑOZ ROMERO
VIDEOGAME PROGRAMMER

www.hermesmunozwork.com

www.linkedin.com/in/hermes-munoz-romero

hermesmr92@gmail.com

Spain (availability for relocation)

I started my professional career oriented to web programming and later at multiplatform application programming but, feeling unsatisfied with what I was doing, I decided to get into video games, and I really discovered my passion.

I've been in video games for **+4 years developing mostly indie games.** I love everything around the **video game industry.** What I like the most is the challenges that this industry offers me and also making the games feel alive.

WORK EXPERIENCE

FAKTO STUDIOS
CO-FOUNDER, MAIN PROGRAMMER
2018 - PRESENT

Unannounced Project:

Establish the code bases for the project and designed the whole game architecture with modular components for maximum flexibility. Using independent UE modules and components to avoid dependencies and speed up the content production and game iteration. Developing most of the programming tasks, supervising the work of the other programmers and supporting technical design.

RAISER GAMES
CONSOLE DEVELOPMENT ADVISOR
2018

PS4, Xbox One and Nintendo Switch:
Out of the Box.

Ensuring that the project meets the requirements to be published on PS4 (TRCs), XBox One (XRs) and Nintendo Switch (Guidelines), also documenting all the process.

DNA SOFTWORKS
CO-FOUNDER, MAIN PROGRAMMER AND PRODUCER
2017 - 2018

PS4: Khara The Game

In charge of most of the programming tasks needed to complete the game like game architecture, gameplay, AI and UI. Also coordinating the team to meet the deadlines and responsible for the PS4 port including all the TRCs.

CARTIF
INTERN WEB APPLICATION DEVELOPER
2014

Creating, assisting and maintaining internal web applications for internal notifications and assisting on developing webs by managing small tasks and providing support to the development team.

U-TAD
GAME DESIGN MASTER'S DEGREE TA.
2018 - 2020

Introduction to Programming:

This subject means an introduction to the programming world and first steps using C#. Using Visual Studio students make text games and learn to communicate with programmers.

Introduction to Scripting:

This subject means an introduction to the scripting world and first steps using BluePrints in Unreal Engine 4. The students apply their programming knowledge in a real engine and make their first mini games.

U-TAD
VIDEO GAME MASTER'S PROJECTS: PROGRAMMING SUPERVISOR
2017 - 2020

Supporting the students and helping them develop their final project games by providing consultancy and tutorial in every aspect of programming with Unreal Engine and C++, with focus on solid code architecture development and scalability.

HIBERUS TECNOLOGÍA
INTERN MOBILE / WEB APPLICATION DEVELOPER
2015

Assisting on developing webs and apps by managing small tasks and providing support to the development team. Web and app maintenance.

EDUCATION

	U-TAD
2015 - 2016	**MASTER'S DEGREE ON VIDEOGAME PROGRAMMING**
	IES JULIÁN MARIAS
2014 - 2015	**CERTIFICATE ON HIGHER EDUCATION (HNC) ON DEVELOPMENT OF CROSS-PLATFORM APPLICATIONS.**
	IES GALILEO
2012 - 2014	**CERTIFICATE ON HIGHER EDUCATION (HNC) ON DEVELOPMENT OF WEB APPLICATIONS.**

SKILLS

- Main Programming/Languages: C++, C
- Secondary Programming/Languages: C#, Java, PHP, JS, HTML, CSS
- Unreal Engine 4.
- Perforce.
- PS4 Development.

QUALITIES

- Self-learner.
- Leadership.
- Problem solving.
- Time management.
- Teamwork.
- Communication.

REFERENCES

Please, feel free to contact me if you need any reference.

LANGUAGES

ENGLISH
FLUENT (C1 ADVANCED EQUIVALENT)

SPANISH
NATIVE LANGUAGE