



Roberto Martinez

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LOCATION

New York, NY



ABOUT ME

Skilled individual with comprehensive and hands-on experience in Game Design, Graphic Design, Adobe Software, Microsoft Technologies, Python, Java, Objective C/Swift, C/C++, HTML/CSS, SQL, R, Alteryx, Neutu, Game Maker, Unity, Animation, Drawing, 3D Modeling, and Voice Acting



SKILLS

Java



Python



Adobe InDesign



Cinema 4D



Adobe Animate



Adobe Photoshop



WORK

Sep 2021 - Dec 2021 ○ **The Simons Foundation, New York, NY**
3D Model Proofreader

- Analysed a 3D Model of a wasp's brain and corrected any mistakes found using Neutu
- Collaborated with my supervisor and co-workers on weekly group discussions
- Placed annotations on various parts of the 3D model
- Performed merges and splits on various parts of the 3D model

Sep 2019 - Feb 2020 ○ **Kinesso, New York, NY**
Data Analyst

- Created a Python program that allows the user to generate a Choropleth Heatmap based on a given Excel data set, resulting in increased efficiency
- Created audiences and calculated their populations using SQL
- Translated some R code into Python

March 2018 - June 2018 ○ **Goodwill Industries, Queens NY**
Graphic Designer

- Composed various designs for the company, such as logos, posters, and interactive PDFs, resulting in creative branding for the company
- Co-Created a "Graphic Design 101" blog

Sep 2015 - Feb 2016 ○ **Lehman College, Bronx, NY**
IT Center Assistant

- Maintained and served network printers, resulting in an increase in positive user experience



EDUCATION

Jun 2017 - Sep 2013 ○ **Herbert H. Lehman College**
Bachelor's Degree in Computer Science



HONORS AND AWARDS

- Member of the National Society of Black Engineers (NSBE)
- NSBE Hackathon participant Fall 2016.
- Global Game Jam participant Winter 2020