



Melina Martinez

DESIGN AND PRODUCTION

Netherlands, Breda

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SOFT SKILLS

- Communication Skills
- Collaboration
- Creativity
- Flexibility and Adaptability
- Project Management
- Problem Solving

HARD SKILLS

- Confluence
- Perforce
- Scrum
- Miro
- Jira
- Microsoft Office
- Hitfilm
- Photoshop
- Unreal Engine 4/5
- Python
- Java

LANGUAGES

- English** - Professional Proficiency
- Dutch** - Professional Proficiency
- Spanish** - Native
- Papiamento** - Native
- French** - Limited Working Proficiency

PROJECT EXPERIENCE

2023- Present

The Archipelago Promise
LEVEL DESIGNER

2023- Present

The Rescue of Aiden (film)
ENVIRONMENT ARTIST
PRODUCER

2022

Biome/VANA
LEVEL DESIGNER

NARRATIVE DESIGNER
CUTSCENES DESIGNER

PRODUCT OWNER ASSISTANT

2022

Chris Crystal Quest
LEVEL DESIGNER

2021

SpellFight
LEVEL DESIGNER

2021

DM-SpaceMall
LEVEL DESIGNER

EDUCATION

2020 -Present

Breda Univeristy of Applied Sciences
BACHELOR DEGREE IN GAME DESIGN AND PRODUCTION

2013 - 2019

Colegio Arubano
VWO LEVEL EDUCATION

WORK EXPERIENCE

2022- Present

WE Sales Assistant

- PROVIDE AN INVITING AMBIENCE TO THE CUSTOMER
- HELPING STYLE CUSTOMER FROM CASUAL TO WEDDING OCASSIONS

2021- Present

GOStudent Tutor

- TEACHES MATH, ENGLISH, SPANISH AND DUTCH UP TO HIGH SCHOOL LEVEL

2015 - 2019

Surveyor Assistant

- USED AUTOCAD 2018 TO PREPARE AND MODIFY DRAWINGS AND DESIGNS
- ALIGNED SURVEY INSTRUMENTATION AND TESTING
- OPERATED WITH PRECISION EPOCH 50 GPS ANDTRIMBLE TOPCON GTS-212 IN FIELD
- ASSISTED IN SURVEYING FIELD WORK

HOBBIES



GAMING



MODELLING



ROLLERSKATING



MOVIES