

CONTACT

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TECHNICAL SKILLS

- Programming**
TypeScript, C#, C++, SQL and PL/pgSQL, JavaScript, R, Dart, HTML, CSS
- Mobile and web**
React Native, Expo, Next.js, React, Tailwind CSS, WordPress and WooCommerce
- Backend and databases**
PostgreSQL, Supabase, Row Level Security, Edge Functions, Stripe, SQL Developer
- Games, 3D and design**
Unity, Unreal Engine, Blender, Maya, Photoshop, Illustrator, Krita
- Other tools**
Git and GitHub, Visual Studio, VS Code, RStudio, Reaper, EAS, App Store Connect, Sentry, Excel, Word, PowerPoint

SOFT SKILLS

- Strong command of AI as a development tool, with my own review and testing
- Creativity and critical thinking
- Able to work under pressure in dynamic, collaborative environments

LANGUAGES

Spanish: native
English: C1 (Trinity College C1, 2019; Cambridge B2, 2014)
German: A1 (Goethe-Zertifikat, 2012)
Japanese: intensive course, University of León (summer 2018)

INTERESTS

Chess, volleyball, skiing, hunting, fishing and scuba diving, tennis, hockey, rugby and video games.

Mario Fernández Martín

Software developer and game designer

PROFESSIONAL PROFILE

Graduate in Video Game Design and Development (UNIR) and student of the Master's in Software Engineering. Highly creative, with strong problem-solving skills and broad knowledge of new technologies and artificial intelligence. I have built and published on the App Store a mobile app with a web panel. Committed to bringing a proactive, positive attitude to teamwork.

EDUCATION

Master's in Software Engineering <i>UNIR · online</i>	2026 – present
Bachelor's in Video Game Design and Development <i>UNIR · online · GPA 7.54 / 10</i>	2023 – 2026
Bachelor's in Interactive Product Design (not completed) <i>U-TAD (Camilo José Cela University), Madrid</i>	2018 – 2022
American Dual Diploma <i>Graduated, American high school diploma</i>	2016 – 2019
Secondary school and Bachillerato <i>Colegio Internacional Peñacorada, León</i>	2014 – 2019
International boarding school <i>Gordonstoun School, Elgin, Scotland (Y7 and Y8)</i>	2012 – 2014
Foundations of Prompt Engineering <i>AWS Training & Certification</i>	2026

EXPERIENCE AND PROJECTS

Internship (curricular and extracurricular) · Immersive Oasis American Frisbee: multiplayer virtual reality game for location-based entertainment. Unity 6, C#, local networking, deployed on PICO 4 and Quest 3.	2026
Gym app · personal project Live on the App Store and in use at a training centre in León. React Native mobile app and Next.js web panel on Supabase and PostgreSQL: multi-tenant with Row Level Security, 180+ migrations, 45 test suites, Stripe payments and GDPR-compliant health data.	2026 – present
Ad Aeternum · Final Degree Project Educational game prototype developed together with teachers from Asociación Arenales: cooperative-competitive and space-themed, with turn-based quizzes and two asymmetric roles. Unity and C#.	2025 – 2026
ABCdalia · Online store Branding, layout and store for downloadable primary-school teaching materials, with an annual membership. WordPress and WooCommerce.	2026

INTERNATIONAL PROGRAMMES

Operación Wallacea: scientific expeditions in Indonesia (summer 2017) and Croatia (summer 2019).
National Student Leadership Conference (NSLC): Game Design, Washington D.C. (summer 2018).

ADDITIONAL INFORMATION

Constantly learning about emerging technologies, with an interest in innovation in video games and interactive products. Currently designing and developing mobile apps and websites.