



Experience

Portfolio:

tj-martinez.com

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Skills

UI/UX Design

Software Dev

Web Dev

C# .NET

SQL

Node.js

Javascript

React

Socket.io

Python

Unity

Work

Looking For Group (May 2024 - August 2024)

UI/UX Developer

Designing and developing menus and user experience for a virtual studio space aimed at encouraging community among users.

Dixon Valve and Coupling (May 2023 - August 2023)

IT Intern

Working in the .NET framework to develop displays of live data in factories and warehouses

Projects

Eye On The Prize (2025)

Developer

- Unity C#, Arduino, Physical Exhibit
- Client: Strong National Museum of Play
- Featured at RIT's Creativity and Innovation festival: Imagine RIT
- 1-3 player gameshow exhibit with custom podium interfaces

Splat World (2023)

UI/UX designer and server dev

- Unity C#, Node.js
- AR game and social platform where players can create digital graffiti artwork on the real walls around them
- Lead discussions on user flow and experience
- Implemented and revised app user interface
- Updating and integrating server functionality

Education

Rochester Institute of Technology

New Media Interactive Development BS, Cum Laude

Coursework

New Media Capstone, Rich Web & App Development, Multi-Platform Media and App Development, Experience Design for Games and Media Aesthetics and Computing, Production Studio, Mathematics for Graphical Simulation, Interactive & Algorithmic, Problem Solving, Discrete Math, Node.js and React Development, Web & Mobile Design, Computer Science, Creative Writing