



BookArt

Damián Martínez



A passion for video games

Born in the city of San Luis Potosí, SLP, on August 6, 1995, he lived until he was 18 years old in San Luis de la Paz, Guanajuato. From the age of 3 he showed great interest in the world of computing and video games, because his parents, believing that the future would be in computing, bought an IBM PC/AT; computer with which he came into contact with video games.

When he reached high school, he took vocational exams in which the majority suggested a path focused on engineering. It was at this stage in which he had the freedom to develop his first video game, an unnamed, single-level and uncomplicated project, but it allowed him to try for the first time what it feels like to create something that can be enjoyed by everyone. others.

Being driven by this feeling, he chose to study Computer Engineering at the UASLP, but ended up being dropped in the 7th grade. semester. After this hard blow for him, he chose to take a break from studies and try his luck working for 2 years.

Feeling that his true potential would be wasted, he decided to resume his studies at a university that he had met on a trip to Guadalajara, with a campus in San Luis Potosí, the UNIAT. But he would study something more interesting: Video Game Programming Engineering.

It was in this career where he rediscovered that spark that he felt when playing video games for the first time, or when he saw his high school friends enjoying his game. A spark that motivated him to found Man Made Software Inc., a studio born from a passion for games.



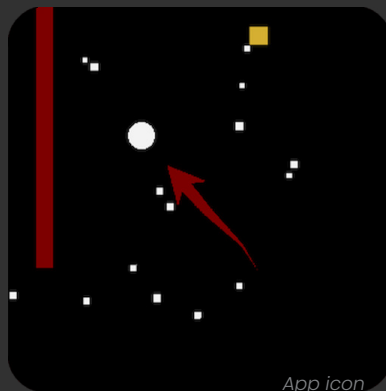
Mi estación de trabajo, desde donde convierto ideas en proyectos.

Artist's statement

My games and programs do not come from intricate and extensive “brainstorming” sessions, but from small notes that I make on my cell phone, notebook or even napkins as they occur to me. Over time I have learned that most of these ideas will not go beyond a small note, but there are a few that stick inside my head that I know will not leave me alone until I see them materialized.

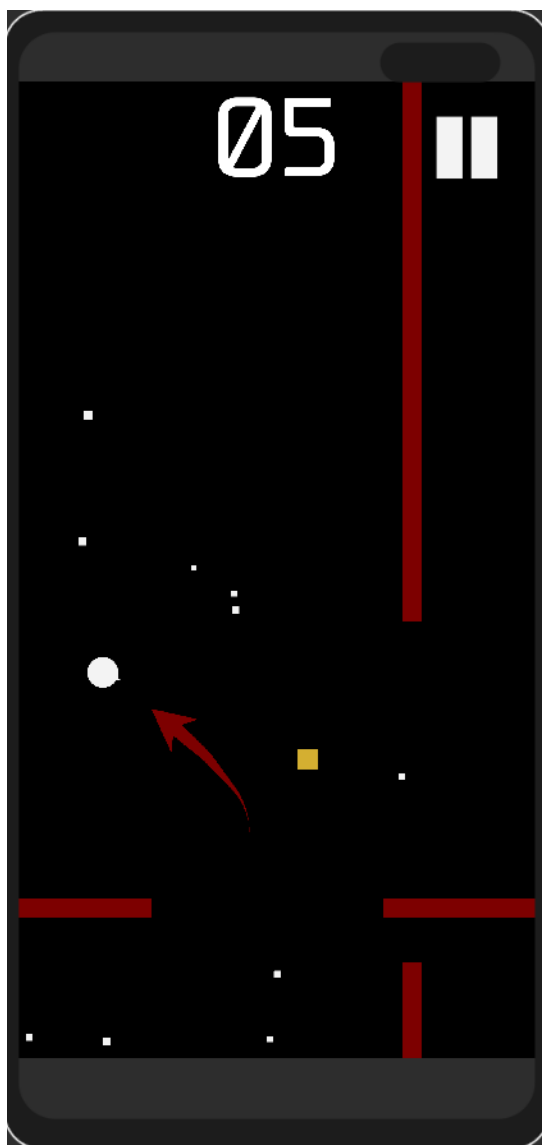
When this happens, as a filter, I like to look for reference images to begin to give a face to my project; After this filter I can begin to look for the necessary ingredients to “cook” a project: I sit at my workstation, I put on my headphones, I put on some music and many times I just let myself go, as if it were assembling or sculpting. , until I lose track of time and only regain it until a good look at my work, or hunger, stops me.

Work

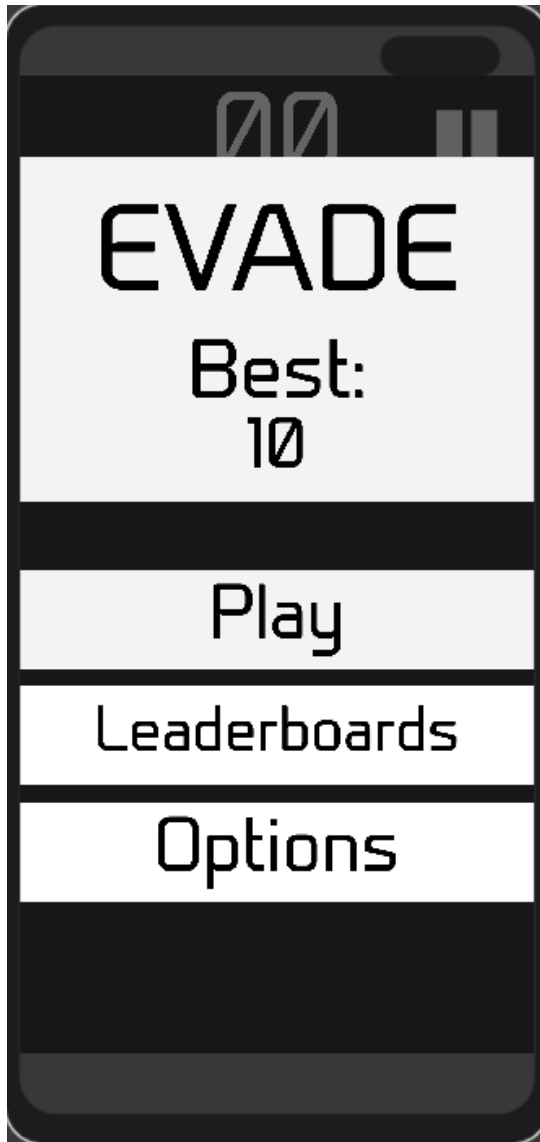


Evade

Evade arose after receiving the first comments about my first published game, *"Pocket Golf"*, in which they told me that *"Pocket Golf"* was a rather slow game, and the lack of movement produced a feeling of boredom. I responded with one of my fastest and most difficult games to date.



Evade is a fast game, where the objective is to accumulate the most points while obstacles appear on the screen and some even begin to follow you.



Contains a leaderboard that stores the score of all players worldwide.



Evade

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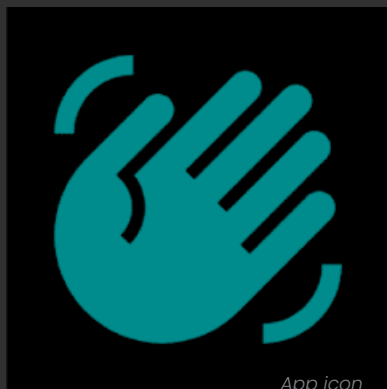


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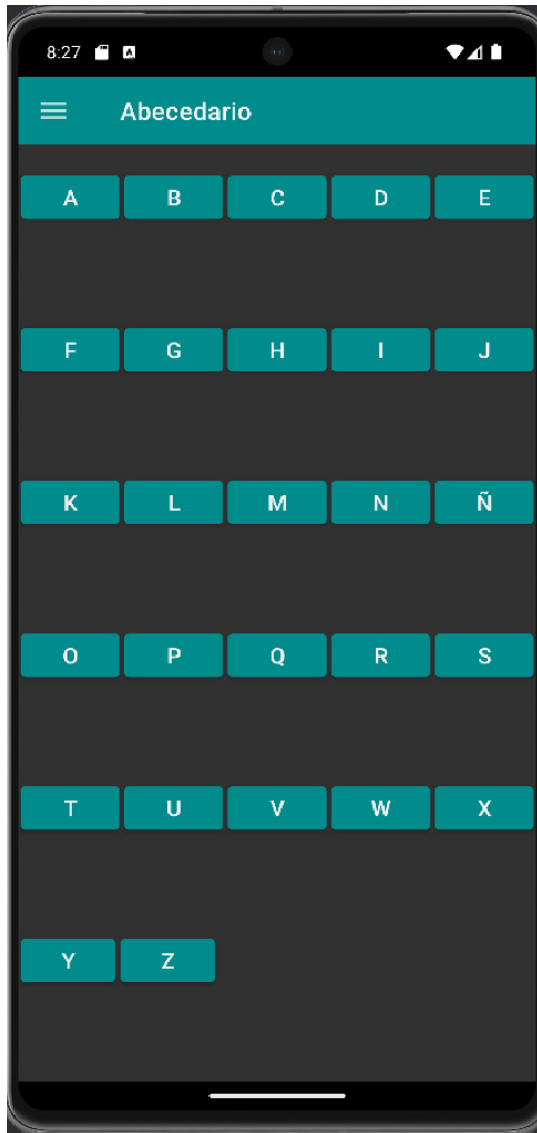
Available free of charge for download in the Google Play Store for devices with Android 5.0+ systems.

Work

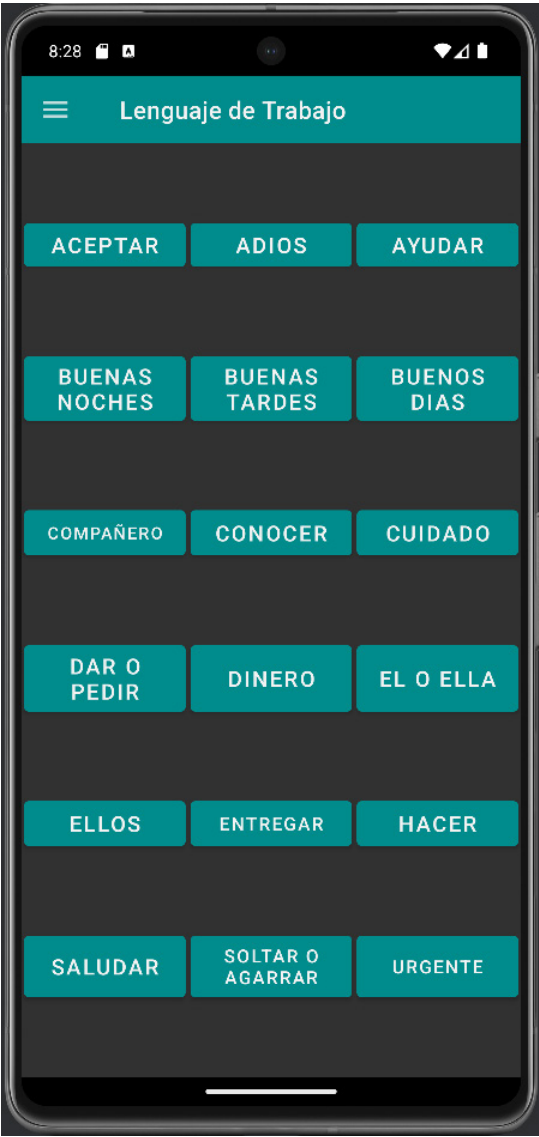


Lenguaje de Señas Mexicano

Lenguaje de Señas Mexicano or LSM is an Android application that was developed together with students from the National Technology of Mexico in San Luis Potosí, with the aim of making a small effort to bring Sign Language to more people. It is my most downloaded application.



The application contains illustrations on how the alphabet is recreated using Mexican sign language.



As well as the most used words at work or in everyday conversation.



Lenguaje de Señas Mexicano

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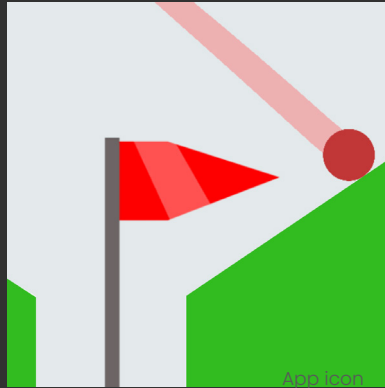


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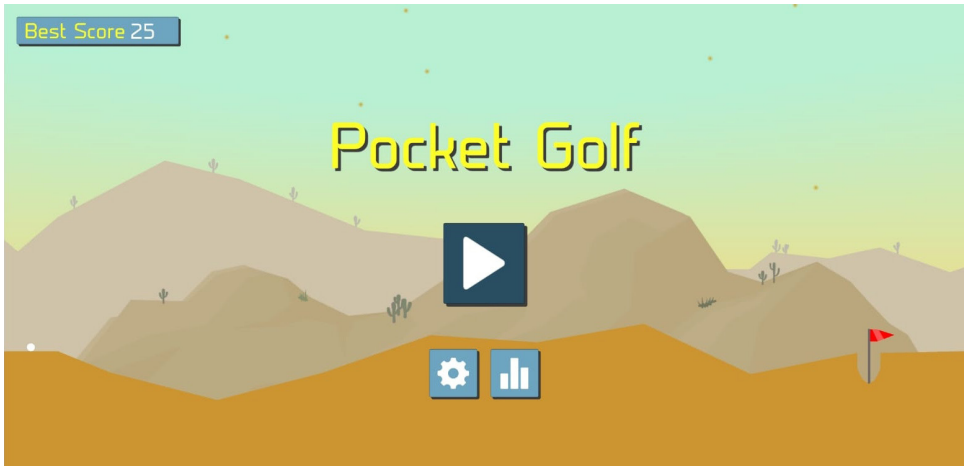
Available free of charge for download in the Google Play Store for devices with Android 5.0+ systems.

Work



Pocket Golf

Pocket Golf It is my first published game. It arose from the idea of making a game similar to the popular *Angry Birds*, but between one iteration and another it ended up becoming a quiet and simple golf game.



Designed to play with one hand and enjoy small moments of boredom: On the bus, in the grocery line, in the bathroom. Where you want.



The goal is to get the golf ball into your hole without running out of shots. Every time you put the ball in you win 2 extra shots for the next hole.

Available free of charge for download in the Google Play Store for devices with Android 5.0+ systems.

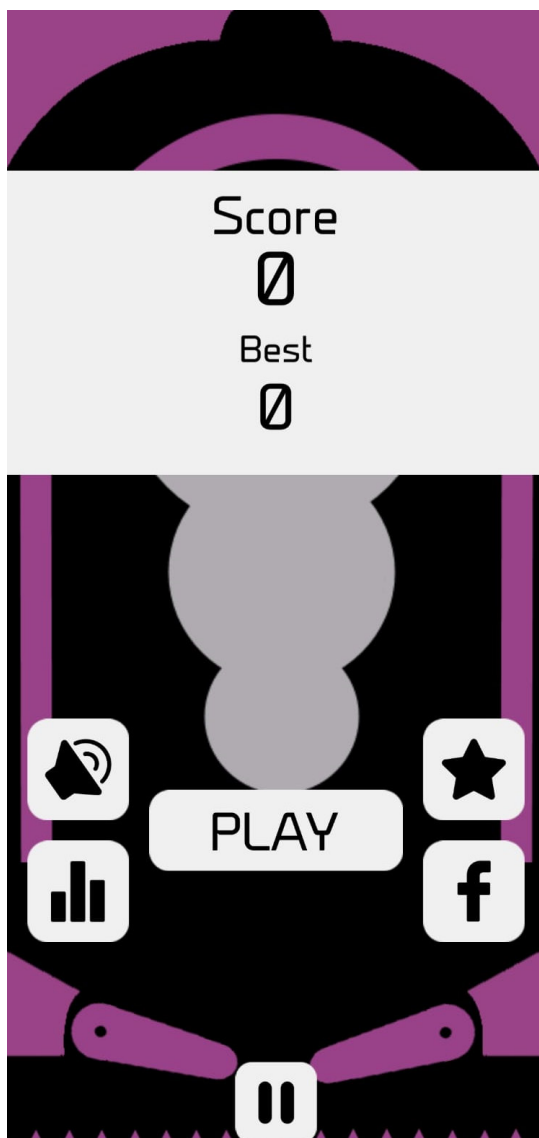


Work

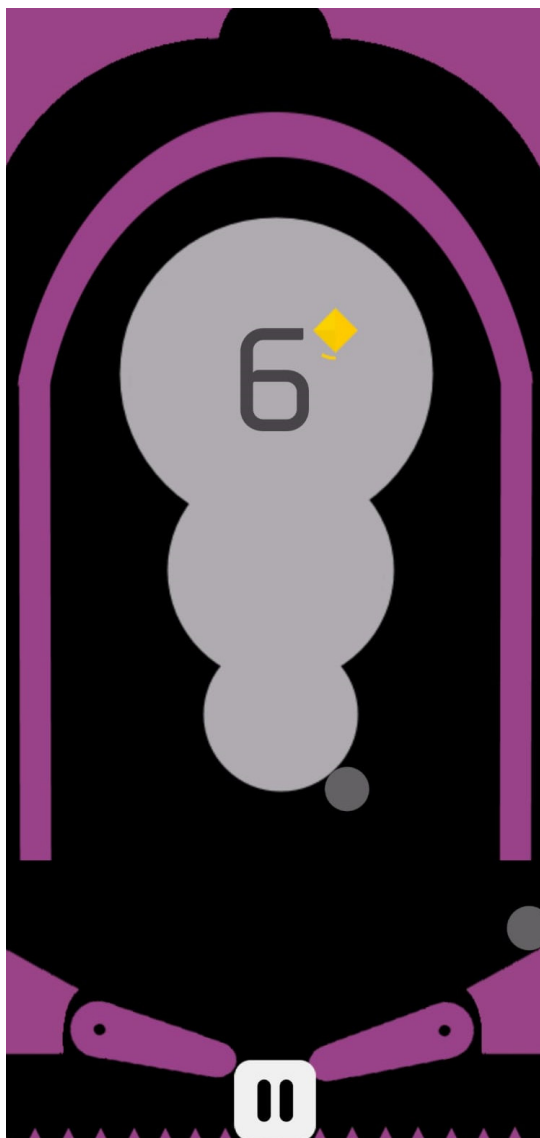


Pocket Pinball

Pocket Pinball emerged from the iterations of its *Pocket Golf* sister application, to the point where it could be detached in its entirety to be a completely separate project.



Designed to play with one hand and enjoy small moments of boredom: On the bus, in the grocery line, in the bathroom. Where you want.



The objective is to get the most points without running out of balls, every 5 points you will get a new ball, and every 10 points a new obstacle will appear on the screen.



Pocket Pinball

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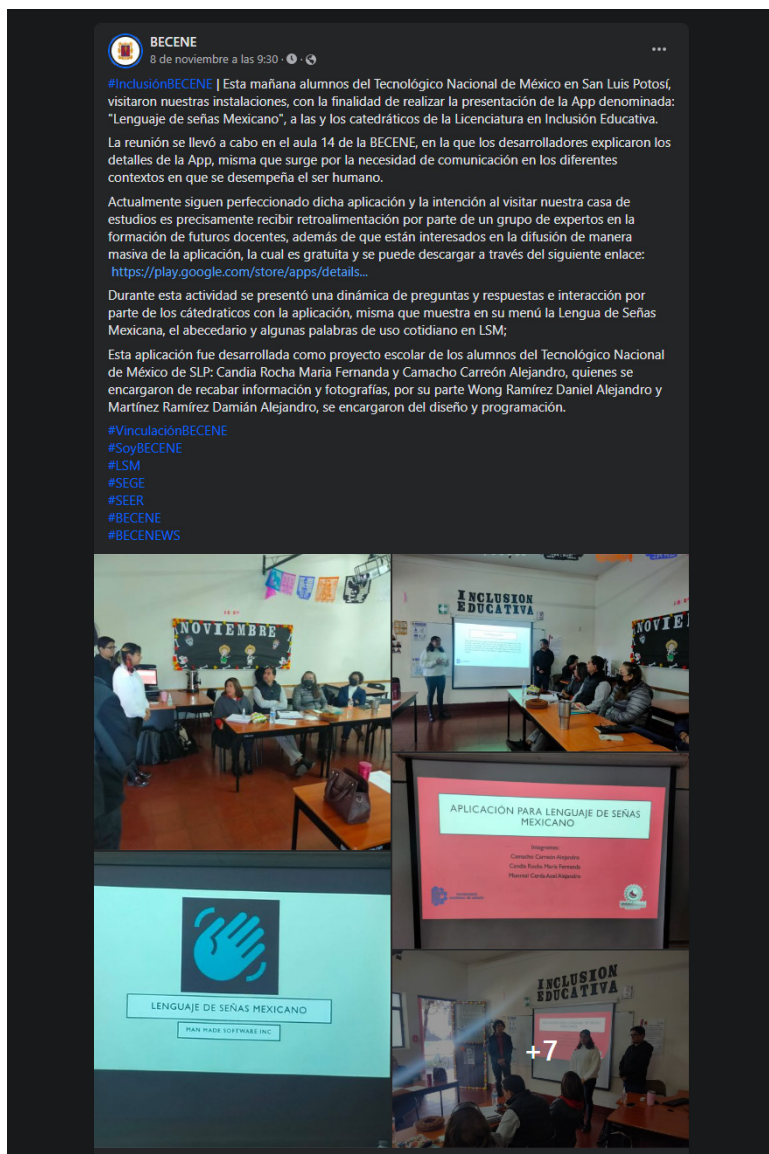


Available free of charge for download in the Google Play Store for devices with Android 5.0+ systems.



On November 8, 2023, together with students from the Tecnológico Nacional de México in San Luis Potosí who also participated in the project; The App called “Lenguaje de Señas Mexicano” was presented to the teachers of the Bachelor’s Degree in Educational Inclusion.

This meeting was held with the purpose of receiving feedback on the current state and future of the “Mexican Sign Language” application, which is a small effort to bring inclusion to people with hearing disabilities.



The publication of the result of this meeting was published by the BECENE Facebook page to notify its community and followers about the result obtained.



Contact

Damián Martínez

Are you interested in contacting me for a project or job?
You can find me in the following places:



Web Page:

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Github:

<https://github.com/el-man68>



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Contact Man Made Software

Or in case you perhaps have an idea in mind that you want to bring to reality, you can find us at:



Google Play:

<https://play.google.com/store/apps/dev?id=7399900130236557571>



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