

[Skip to content](#)

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Open to opportunities

-  Home
-  Projects
-  About
-  Blog
-  Contact

Cursor

[← Back to portfolio](#)

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# Martin MeRu

Gameplay & Systems Developer

Five-plus years across software development and data science, now applied to games — behaviour-tree AI, procedural generation, physics systems, and the CI/CD pipelines that ship them.

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## Experience

### Game Developer — Independent / Merugames

Design and build games in Unreal Engine 5 and Unity, from jam prototypes to released titles with automated build and deployment pipelines.

- Shipped eight projects with playable browser builds, including a Monarca Game Jam 2024 third-place entry.
- Built behaviour-tree AI, procedural level generation, physics interaction systems and data-driven gameplay in Unreal Engine 5.
- Set up Jenkins CI/CD pipelines that compile UE5 projects, post build results to Discord, and deploy to itch.io automatically.
- Implemented neural network and genetic algorithm agents in Unity to explore machine learning in gameplay.

### Software Developer / Data Science

Five-plus years of software development and data science work prior to focusing on games.

- Object-oriented programming, optimisation, and machine learning algorithms.
- Database management, scripting, and web scraping for product data.

## Selected projects

- **Leyenda de la Matlazihua — Unreal Engine 5**

2024

Took 3rd place at Monarca Game Jam 2024 with a complete first-person survival horror game, judged on creativity and technical execution.

- **Cliche, the origins — Unreal Engine 5**

Shipped a five-level 3D action-adventure with per-level mini-bosses and a final boss, a shop and upgrade economy, and a story delivered through the HUD.

- **Retrovolve — Unreal Engine 5**

Built a 2D pixel-art platformer around a three-form transformation mechanic, with hand-animated sprites, behaviour-tree enemies, and a story told through collectible cassette tapes.

- **Dungeon Puzzle Poker — Unreal Engine 5**

Shipped a roguelike that resolves every combat encounter as a poker hand, with procedurally generated floors and an endless difficulty curve, built inside a game jam window.

- **Store Storm — Unreal Engine 5**

Shipped an Overcooked-style first-person store simulator with a data-driven order system and AI customers, built and deployed through an automated Jenkins pipeline to itch.io.

- **Plunders & Platters — Unreal Engine 5**

Delivered a third-person sea-faring action game in four days, including a Kraken boss with three distinct attack modes, buoyant ship physics, and a full inventory and save system.

- **Dont Touch The Exhibits — Unreal Engine 5**

Shipped a physics-driven puzzle-shooter with predictive throw trajectories, nav-mesh animal AI, and infinite escalating levels, deployed through an automated Jenkins pipeline.

- **Adventure land — Unreal Engine 5**

Built a five-level first-person collect-and-evade game with a persistent AI pursuer, full menu and graphics-configuration systems, and a deliberately tuned difficulty curve.

## **Skills**

Engines

Unreal Engine 5, Unity

Languages

C#, C++, Python, Blueprints

Gameplay & AI

Behaviour trees, Environment query systems, Procedural generation, Physics systems, Neural networks, Genetic algorithms

Pipeline

Jenkins, CI/CD, Git, Butler / itch.io

Content

Blender, Aseprite, GIMP, Audacity

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