ALBERTE DÍAZ RÍO
VIDEOGAME TECHNICAL DESIGNER

CONTACT

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in Linkedin

🎮 Portfolio

ABOUT ME

Videogame Programmer and Technical Designer with experience working on Unity Engine and Unreal Engine, programming languages like C# and C++, 2D & 3D videogames and been involved on multiple Global Game Jams with some published videogames

LANGUAGES

English
Advanced (C1 Advanced by Cambridge)

Spanish
Native

EXPERIENCE

Fullstack Videogame Programmer & Designer
Change Dyslexia (Nov. 2025 - Now)

Bugfixing, Porting and QA Lead
SOEDESCO & Zerouno Games(Sept. 2024 - April 2025)

Videogame Designer: Level Design
Casual Brothers for Outright Games (Apr. 2024 - Jun. 2024)

Videogame Technical Designer: Colaborative game between EA and UFV
Electronic Arts (Sept. 2023 - April 2024)

STUDIES

2024 - 2025
Bachelor's Degree in Videogame Programming
Universidad Complutense de Madrid

2020 - 2024
University Grade on Videogame Creation and Narration
Universidad Francisco de Vitoria

2020 - 2024
Technical Designer Title
Universidad Francisco de Vitoria

SKILLS

Unity Engine	Notion	DevKits
Unreal Engine	Jira	Teamwork
C#	3Ds Max	Team Leading
C++	Perforce & Jenkins	Quick Learning