GAME PROGRAMER

DIEGO HERNÁNDEZ GARCÍA

CONTACT

@ asrat.ipv.diegohdz.g@gmail.com

ABOUT ME

Videogame Programming Engineer, my goal is to become a videogame developer, but I don't want to limit myself to just one field. That's why I'm looking for the opportunity to grow and gain experience in the information technologies world, being able to solve the challenges I face in the industry.

SOFT SKILLS

- Teamwork.
- Patience.
- Self-regulation.
- Problem solving.

IDIOMAS

- **Spanish:** Native
- **English:** Intermediate

WORK EXPERIENCE

General Assistant – Makimore Sushi

2022 - 2024

- I developed skills such as teamwork, customer service, and how to react in a crisis.
- I implemented practices to improve the efficiency in the creation and management of resources, reducing errors and time for optimal use.
- I provided solutions such as pre-preparing delivery orders by organizing the items so that only the dish or dishes need to be added and sealed for delivery to the customer.

EDUCATION

2021 - 2025   Bachelor's Degree in Videogame Programming

University of Advanced Technologies - UNIAT

SOFTWARE TOOLS

Unreal Engine 5   C++

Unity   C#

Python   SQL