Diego Alejandro Salazar

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SUMMARY

Game Developer specialized in **gameplay programming and interactive systems**, recently graduated in Information Engineering for Video Games and Virtual Reality. Experienced in building immersive experiences using **Unity and Unreal Engine**, with strong foundations in C#, object-oriented programming, and real-time simulation. Skilled in 3D asset integration and pipeline workflows using **Blender, Rhino, and Mixamo**. Knowledgeable in animation systems, physics, UI implementation, and performance optimization for responsive player experiences. Passionate about clean code, modular architecture, and creating engaging, polished gameplay mechanics.

EXPERIENCE

During university

- Participated in various projects during university from **games** to applications such as audio plug-ins made with juice.
- average skills in 3D modeling with Blender and Rhino.
- beginner skills on illustrator.

PROJECTS

Get Dressed

- **2D infinite runner** local co-op or single player made with unity.
- Done all the code from the game mechanics to the menus.

Rancitelli Journey

- **text adventure game** with **RPG** mechanics made on C#
- Implemented all the mechanics in the game.

Proxima drift

- first and third person game made for a game jam

Escape

- First person 3D horror game with some puzzels.

Cum & go

- **2D serius game** made to help chids to learn about reproduction.
- Made the sprite and the animations of the spermatozoa.

Unilingo

- **Serius game** to learn japanese words made with **local AI** (whisper, sentis).
- Made the level of the audio recognition and the save data system.

A clock's tale

- **third person puzzle game** made on **UE5**.
- Made all the mechanics, the menus and all the niagara vfx.

SOFT SKILLS

- Great **creativity** with the desire to share ideas.
- Excellent ability to **work in a team** and communicate with them.
- Flexible to adjusting to new tools, workflows, and expectations.

EDUCATION

Polytechnic University of Marche (UNIVPM), Information engineering for video games and virtual reality   2022 – 2025
- Core Courses: **UX**, **OOP**, **advance programming of videogames**, **Algorithms for digital signal**, **data structures**

SKILLS

Languages:	C++, C, C#, prolog, mySQL
Engine:	Unity, Unreal engine 5
DevOps & Cloud:	GitHub Actions, Git
Languages	Italian: native, English: B2, Spanish: spoken