

# Diego Alejandro Salazar

+39 3249958729 | diegoalejandrodev@gmail.com | linkedin  
github | portflio | itch.io

## 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 puzzles.

### Cum & go

- **2D serious 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

• Core Courses: **UX, OOP, advance programming of videogames, Algorithms for digital signal, data structures**

2022 – 2025

## SKILLS

---

**Languages:** C++, C, C#, prolog, mySQL

**Engine:** Unity, Unreal engine 5

**DevOps & Cloud:** GitHub Actions, Git

**Languages** Italian: native, English: C1, Spanish: spoken