



DIEGO SAGREDO

GAME DEVELOPER / MASTER IN COMPUTER GRAPHICS

SUMMARY

I have worked in several **videogame** projects, mainly working as a **developer/programmer** using Unity/C#. This projects and my role in them can be seen in detail in my portfolio (link in the contact section).

My area of specialization is **real-time graphics programming**, working with C++, Vulkan, OpenGL, GLSL, HLSL, as well as debugging tools like RenderDoc. I also have done some machine learning projects with Python.

CONTACT

Contact lines

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Links

in [linkedin.com/in/diegosag](https://www.linkedin.com/in/diegosag)
🔗 diegok98.github.io/Portfolio/
🐙 github.com/DiegoK98

SKILLS

C++
C#
Python
Java
GLSL
HLSL
OpenGL
Vulkan
Unity
Unreal Engine
Git
CMake
RenderDoc
XML
JSON
Blender
Photoshop
HTML/CSS
Javascript

WORK EXPERIENCE

● Jan 2020 -
Apr 2020

4 months internship - Phone App Developer
mydance.zone, Madrid (Spain)
- MyDance is a social network/portal for professional and amateur dancers
- Implementation, improvement and fixing of key features for the phone app using Azure DevOps, .NET CORE, C#.

EDUCATION

● 2021 - Present

Computer Graphics, Virtual Reality & Games Master

Universidad Rey Juan Carlos, Madrid (Spain)
Currently working on my final project, which is about achieving global illumination in real-time using deep learning. More details in my portfolio.

● 2016 - 2020

Videogame Design & Development Degree

Universidad Rey Juan Carlos, Madrid (Spain)
My final project was a GUI for an already existing API that allows you to create simple AI through Finite State Machines, Behaviour Trees and Utility Systems.

LANGUAGES



English - Fluent

Cambridge in Advanced English - C1



Spanish - Native Speaker