



DIEGO SAGREDO

GAME & LEVEL DESIGNER

PROFILE








I have always been deeply passionate about videogames and other media that can be used to tell innovative and immersive stories. I am always looking forward to working in a creative team environment and creating new experiences through my skills in Game & Level Design.

SKILLS/TOOLS

Game engines

Unity 
Unreal 







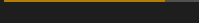
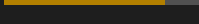
Programming Languages

C# 
Java 
C++ 
Javascript 
XML 
JSON 
HTML/CSS 

3D Software

3ds Max 
Maya 
Blender 

Other skills/tools

Kanban 
methodology 
Scrum 
methodology 
Github 
Photoshop 
Premiere Pro 
Excel 

CONTACT

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EDUCATION

- **2016 - 2020** **Videogame Design & Development**
Universidad Rey Juan Carlos, Madrid (Spain)

EXPERIENCE

- **Jan 2020 - Apr 2020** **App Developer**
mydance.zone, Madrid (Spain)

COMPETENCES

- ✓ **Positive attitude, solid communication and interpersonal skills.**
- ✓ **Solid knowlegde of game balancing and pacing.**
- ✓ **Ability to rapidly prototype game mechanics and level blockouts.**
- ✓ **Deep understanding of the game production pipelines, along with agile methodologies.**
- ✓ **Ability to express complex ideas clearly both verbally and through presentations.**
- ✓ **Broad skill set. Cross discipline skills.**
- ✓ **Experience with several scripting langauges.**
- ✓ **Experience working in a collaborative team environment.**

LANGUAGES

- 🗨 **English - Fluent**
Cambridge in Advanced English - C1
- 🗨 **Spanish - Native Speaker**