



# DIEGO SAGREDO

GAME & LEVEL DESIGNER / GAME PROGRAMMER

## 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.

## 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 knowledge 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 and cross discipline skills**
- ✓ **Experience with several scripting languages**
- ✓ **Experience working in a collaborative team environment**

## LANGUAGES

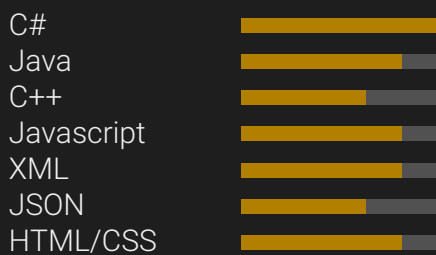
- 🗨 **English - Fluent**  
Cambridge in Advanced English - C1
- 🗨 **Spanish - Native Speaker**

## SKILLS/TOOLS

### Game engines



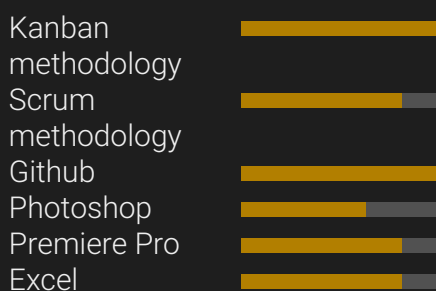
### Programming Languages



### 3d Software



### Other skills/tools



## CONTACT

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