DIEGO SAGREDO

GAME DEVELOPER / MASTER IN COMPUTER GRAPHICS

CONTACT

Contact

✉ diegsagdemig@hotmail.com
📞 +34 651 101 232

Others

in llinkedin.com/in/diegosag
⌂ github.com/DiegoK98
🔗 diegok98.github.io/Portfolio/

HARD SKILLS

Main skills

- C++
- C#
- Java
- GLSL
- HLSL
- OpenGL
- Vulkan
- Unity
- Unreal Engine
- Visual Studio
- Git
- Github, Gitlab
- CMake
- RenderDoc

Other skills

- Photoshop
- Blender
- 3ds Max
- Maya
- HTML/CSS
- Javascript
- XML
- JSON

SUMMARY

Currently working on my final project for a Master's degree in Computer Graphics.

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).

Highly skilled as a **real-time graphics programmer**, working with C++, APIs like Vulkan and OpenGL, and shading languages like GLSL and HLSL, as well as debugging tools like RenderDoc.

EDUCATION

2021 - 2022 **Computer Graphics, Virtual Reality & Games Master**
Universidad Rey Juan Carlos, Madrid (Spain)

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

WORK EXPERIENCE

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

SOFT SKILLS

✔ **Experience working in a collaborative team environment**

✔ **Experience using agile methodologies like Kanban**

✔ **Great interpersonal and teamwork skills**

LANGUAGES

💬 **English - Fluent**
Cambridge in Advanced English - C1

💬 **Spanish - Native Speaker**