



# DIEGO SAGREDO

GAME DEVELOPER

## 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 Development.

## SKILLS/TOOLS

### Game engines

Unity   
Unreal

### Programming Languages

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

### 3D Software

Blender   
3ds Max/Maya

### Other skills/tools

Git (Github)   
Kanban   
methodology   
Scrum   
methodology   
Photoshop   
Premiere Pro   
Excel

## EDUCATION

- **2016 - 2020** **Videogame Design & Development Degree**  
Universidad Rey Juan Carlos, Madrid (Spain)
- **2021 - Present** **Computer Graphics, Virtual Reality Games Master**  
Organization, City

## EXPERIENCE

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

## COMPETENCES

- ✓ **Positive attitude, solid communication and interpersonal skills.**
- ✓ **Deep understanding of the game production pipelines, along with agile methodologies.**
- ✓ **Broad skill set. 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**

## CONTACT

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