

CONTACT

Contact

- ✓ diegsagdemig@hotmail.com
- **L** +34 651 101 232

Others

- in linkedin.com/in/diego-sagredo-demiguel-0b69621b9/
- 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

DIEGO SAGREDO

GAME DEVELOPER / MASTER IN COMPLITER GRAPHICS

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

2016 - 2020

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

Offiversidad Rey Juan Carlos, Madrid (Spain)

Videogame Design & Development Degree Universidad Rey Juan Carlos, Madrid (Spain)

WORK FXPFRIFNCF

Jan 2020 Apr 2020 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