



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

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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