DIEGO SAGREDO

GAME & LEVEL DESIGNER

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.
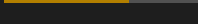
EDUCATION

● **2016 - 2020**

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

EXPERIENCE

● **Jan 2020 - Apr 2020**

App Developer
mydance.zone, Madrid (Spain)

COMPETENCES

✔ **Possitive attitude, solid communication and interpersonal skills.**

✔ **Solid knowlegde 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. Cross discipline skills.**

✔ **Experience with several scripting langauges.**

✔ **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/C++
HTML/CSS
Javascript
XML
JSON
OpenGL
MySQL

3D Software

Blender
3ds Max
Maya

Other skills/tools

Version control (Git)
Kanban methodology
Scrum methodology
Photoshop
Premiere Pro
Excel

CONTACT

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