



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.

SKILLS/TOOLS

3D/Level Design Tools

Unity	<div><div></div></div>
Unreal	<div><div></div></div>
3ds Max	<div><div></div></div>

Programming Languages


C#	<div><div></div></div>
Java	<div><div></div></div>
C++	<div><div></div></div>
Javascript	<div><div></div></div>
XML	<div><div></div></div>
JSON	<div><div></div></div>
HTML/CSS	<div><div></div></div>


Other skills/tools

Kanban methodology	<div><div></div></div>
Scrum methodology	<div><div></div></div>
Github	<div><div></div></div>
Photoshop	<div><div></div></div>
Premiere Pro	<div><div></div></div>
Excel	<div><div></div></div>


LANGUAGE

English - Fluent

 Cambridge in Advanced English - C1

 Spanish - Native Speaker

CONTACT

 +34 651 101 232

 diegsagdemig@hotmail.com

 @DiegoK_Dev

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