@dresk_76

Felipe Agudelo

COMPUTER ENGINEER | GAME PROGRAMMER

ABOUT ME

I am Felipe Agudelo, a Junior Programmer at Unity with 2 years of experience in video game development and programming with C#. I am currently in my last semester of Computer Engineering with a focus on video games and I live in Manizales, Colombia.

I work with agile methodologies (Scrum), clean code and version control (GitHub, GitLab). I am passionate about learning new tools and techniques to optimize my work and improve code quality.

I am a proactive team player, always focused on contributing ideas and solutions to achieve common goals.

SKILLS

- Unity
- C#
- GIT
- SCRUM
- HTML5
- CSS3

📞 +57 313 491 2612

✉️ felipeagudeloolaya@gmail.com

🌐 https://dresk76.github.io/FelipeAgudelo/

EXPERIENCE

Rival Arts Studio | 2023 - 2024
Junior Programmer

- Programming user interfaces (UI) and interactive mini-games for educational projects aimed at children.
- I work with agile methodologies, implementing Scrum and using task management tools.
- Implementing clean code best practices and version control with GitKraken and GitLab.
- Active participation in process optimization and continuous improvement of projects.

EDUCATION

Computer Engineering | 2020 - Present
International University of La Rioja

- Focus on video game programming.
- Relevant courses: Programming in C#, Unity, web development (HTML5, CSS3), and agile methodologies.

English Course | 2024 - Current
Open English

- Continuous improvement of skills in technical and conversational English.