Felipe Agudelo

Unity game programmer

Contact

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About me

I am a student of Computer Engineering and I specialize in video game programming in Unity. Currently, I am focused on developing my skills and knowledge in this field. In addition, I have plans to venture into the world of Unreal Engine to expand my knowledge and opportunities in this sector of video games.

Languages

Spanish · native

English · basic

Interests

Video game programming, traveling, reading and playing video games.

Portfolio

 github.com/Dresk76

 dresk76.itch.io

 dresk76.github.io/FelipeAgudelo

 twitter.com/Dresk76

 linkedin.com/in/Dresk76

 instagram.com/dresk_76

Experience

● Although I don't have work experience in the video game industry yet, I have worked on several personal projects that have allowed me to develop my skills in video game programming in Unity using C#. I have created games from scratch, from the creation of game mechanics to the implementation of sound effects and ambient music.

○ In addition, I have collaborated with other artists and designers on joint projects, which has helped me improve my ability to work in a team and communicate effectively with other team members.

● In my portfolio, you can find samples of my work in gameplay programming, object interactions and lighting and scenery leveling.

○ I hope to continue to grow as a game developer and bring creativity and innovative ideas to the industry. I believe my skills and passion will be a great contribution to any company or project looking for a passionate and committed 2D game developer.

Studies

● **Currently** Computer Engineering
International University of La Rioja

○ **Currently** English Course
Smart Language Academy

● **2023** C# Course
Udemy – Federico Garay

○ **2022** 2D and 3D video game programming course
Domestika

● **2020** Web design course with HTML5 and CSS3
Udemy – Jordan Alexander

○ **2013** Systems and Programming Technician
Francisco José de Caldas Technical Institute

Skills

C#
●●●●●●●●○○

Unity 2D
●●●●●●●●●○

C++
●●●●●○○○○○

Markdown
●●●●●●●●●●

HTML5
●●●●●●●●●○

CSS3
●●●●●●●●○○

JavaScript
●●●●●○○○○○

Bash Script
●●●●●●●○○○

GitHub
●●●●●●●●●●

Git
●●●●●●●●●●