



Felipe Agudelo

Unity Game Programmer

Contact

✉ felipeagudeloolaya@gmail.com

☎ +57 313 491 2612

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

🎮 dresk76.itch.io

🌐 dresk76.github.io/FelipeAgudelo

🐙 github.com/Dresk76

🔗 gitlab.com/Dresk76

🌐 linkedin.com/in/Dresk76

📷 instagram.com/dresk_76

Experience

- 2023-Act. Rival Arts Studio
Game Programmer
- 2022-2023 The Artifact Seeker
Video Game Portfolio

Studies

- Act. Computer Engineering
International University of La Rioja
- Act. English Course
Open English
- 2023 Complete video game development course with Unity
castatutor.com
- 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#



C++



HTML5



JavaScript



GitHub



Unity



Markdown



CSS3



Bash Script



Git

