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

2022-2023 The Artifact Seeker
Video Game Portfolio

I have worked on several personal projects that have allowed me to develop my skills in 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.

Studies

Currently   Computer Engineering
International University of La Rioja

Currently   English Course
Smart Language Academy

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#
●●●●●●●●○○

Unity
●●●●●●●●●○

C++
●●●●●●○○○○

Markdown
●●●●●●●●●●

HTML5
●●●●●●●●●○

CSS3
●●●●●●●●●○

JavaScript
●●●●●●○○○○

Bash Script
●●●●●●●○○○

GitHub
●●●●●●●●●●

Git
●●●●●●●●●●