

# Felipe Agudelo

Unity game programmer



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## **8** 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.

## Conguages

Spanish · native English · basic



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

#### □ Portfolio

dresk76.itch.io

dresk76.github.io/FelipeAgudelo

github.com/Dresk76

₩ gitlab.com/Dresk76

in 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

