

Felipe Agudelo

2D video game developer

Contact

✓ felipeagudeloolaya@gmail.com

+57 313 491 2612

8 About me

Computer Engineering student, with emphasis in programming. Currently I develop 2D video games with Unity and web page layout with HTML5 and CSS3.

I work with autonomy in the management of the responsibilities assigned to me. I consider myself a recursive person, with great leadership and responsible.

😚 Languages

Spanish · native English · basic



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

□ Portfolio

github.com/Dresk76

dresk76.itch.io

dresk76.github.io/FelipeAgudelo

twitter.com/Dresk76

in linkedin.com/in/Dresk76

(instagram.com/dresk_76)

Ĥ 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 2D video game programming using C# and the Unity platform. 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.
- O 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.

🕏 <u>Studies</u>

Actual Computer Engineering
International University of La Rioja

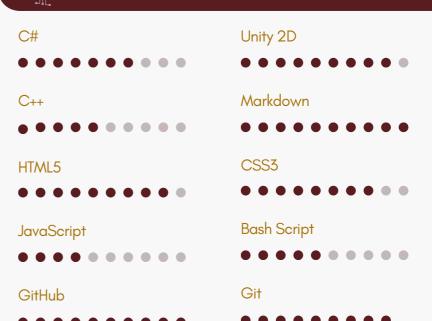
2022 2D video game programming course

Domestika

2020 Web design course with HTML5 and CSS3 Udemy

2013 Systems and Programming Technician
Francisco José de Caldas Technical Institute

Skills





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References

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Master in electronics +57 312 230 5947

O Paula Andrea Acevedo

Accountant

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