



## Felipe Agudelo

2D video game  
developer

### Contact

✉ felipeagudeloolaya@gmail.com

📞 +57 313 491 2612

### 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

### Interests

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

### Portfolio

🐙 [github.com/Dresk76](https://github.com/Dresk76)

🖱️ [dresk76.itch.io](https://dresk76.itch.io)

🌐 [dresk76.github.io/FelipeAgudelo](https://dresk76.github.io/FelipeAgudelo)

🐦 [twitter.com/Dresk76](https://twitter.com/Dresk76)

🌐 [linkedin.com/in/Dresk76](https://linkedin.com/in/Dresk76)

📷 [instagram.com/dresk\\_76](https://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 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.
- 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

- **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

C#



C++



HTML5



JavaScript



GitHub



Unity 2D



Markdown



CSS3



Bash Script



Git





# Felipe Agudelo

2D video game  
developer

## Contact

✉ felipeagudeloolaya@gmail.com

📱 +57 313 491 2612

## 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

## Interests

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

## Portfolio

🐙 [github.com/Dresk76](https://github.com/Dresk76)

🎮 [dresk76.itch.io](https://dresk76.itch.io)

🌐 [dresk76.github.io/FelipeAgudelo](https://dresk76.github.io/FelipeAgudelo)

🐦 [twitter.com/Dresk76](https://twitter.com/Dresk76)

🌐 [linkedin.com/in/Dresk76](https://linkedin.com/in/Dresk76)

📷 [instagram.com/dresk\\_76](https://instagram.com/dresk_76)



## References

● Maria Camila Pineda

Master in visual arts

+57 313 678 7907

○ Jhon Edison Tabares

2D and 3D Designer

+57 311 411 9754

● Alejandro Leal Tavera

Master in electronics

+57 312 230 5947

○ Paula Andrea Acevedo

Accountant

+57 312 899 7791