

DIEGO SÁNCHEZ RAMÍREZ

GENERALIST PROGRAMMER

MY SKILLS

| | |
|-------------------|------------------------|
| Unity | <div><div></div></div> |
| Unreal Engine | <div><div></div></div> |
| UX/UI Programming | <div><div></div></div> |
| 3D Art | <div><div></div></div> |
| Photoshop | <div><div></div></div> |
| Team Work | <div><div></div></div> |
| Communication | <div><div></div></div> |

LANGUAGES



EDUCATIONS

Design and development of videogames degree

2016 - 2020 | Rey Juan Carlos University

- Representative of the degree students
- President of "Virtual Soul", university asotiation

3D animation in Maya course

2018 | CEV

Photoshop course

2018 - 2020 | ESDIP

PROFILE

I love working in the game developer field. I have experience in mobile and PC development using Unity3D and Oculus Quest development using Unreal Engine 4, as well as generalist 3D artist skills.

EXPERIENCE

Unity Developer

March 2021 - Present | Singular Studios

- Generalist programming tasks using Unity for several productions, aimed to mobiles devices and PC.

VR Developer

June 2019 - February 2021 | Lab Hipermedia

- Design and development of a VR app to train football referees using Unreal Engine 4 and Oculus Quest.



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<https://jusimito.itch.io>



<https://diegojusi.wixsite.com/portfolio>