

Master in Advanced Programming for AAA Video Games

Mark with an "X" the box that corresponds to your skill level (1: low, 5: very high).

1. Programming languages

	1	2	3	4	5
C	X				
C++				X	
C#		X			
Java					X

Add any other programming languages you know:

	1	2	3	4	5
Shaders		X			
Python			X		
Typescript				X	
Kotlin				X	

2. Libraries and Game Engines

	1	2	3	4	5
OpenGL		X			
DirectX		X			
Unity		X			
Unreal				X	

Add any other libraries, game engines, or middlewares you know:

	1	2	3	4	5
OpenXR		X			
libGDX				X	

3. Science skills

	1	2	3	4	5
Maths			X		
Graphics				X	
Physics		X			
AI	X				

4. Experience developing video games

Copy, paste and fill out the following table for each project in which you have been involved.

Project name
Individual or in group (indicate your role in the project when group)
Project description: main goal, context and technology
Web and/or download links
Links to gameplay videos
Some representative images of the project

The project overview can be found inside the portfolio pdf