



# CARLOS EDELMIRO GÓMEZ SÁNCHEZ

## DIGITAL INTERACTIVE DESIGNER

Because of my bachelor, my It covers a wide field, from programming, modeling, dubbing, video editing, audiovisual production, among others.

I am a responsible, creative and proactive person. I like to feel that I am in control of the things I have to do, so I am usually very analytical. Working alone relaxes me, although I know how to work in a team.

## CONTACT



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## PORTFOLIO (LINKS)



Game development



3D modeling



Video editing

## EDUCATION

Bachelor in interactive digital design in  
Universidad Iberoamericana León  
2018 – 2023

## SKILLS

Scrum, video editing, VR development,  
C# programming, game design, 3D  
modeling, basic rigging, UX/UI.

## LENGUAJES

English



Spanish



Italian



## WORK EXPERIENCE

### “LA ISLA MALDITA” VIDEOGAME FOR CESCO – 2022

Designer and programmer for the development of an educational game in Unity3D for CESCO León.

### VR EXPERIENCE FOR PSYCHOLOGICAL THERAPY – 2022

Designer and programmer in the development of a VR application in Unity3D that would serve as an aid for the psychological treatment of phobias.

### SHORT FILM “FEROZ” – 2022

Participation as an art assistant in the production of a fiction short film.

### SHORT FILM “EN LA NOCHE” – 2023

Participation as a production design assistant for a student fiction short film.

### “TAIL A TALE” TOOLS IN LARVA GAMES – 2023

Programming story creation tools for the Tail a Tale application in Unity3D from Larva Game Studios.

### VIDEOGAME “BENEATH THE SUN” – 2019 TO PRESENT

Authoring and all the work done except for some assets that were downloaded from the official Unity3D store.

## TOOLS

Unity3D, Blender, Maya3D, Gimp, DaVinci, Slack, Discord, Trello, RenPy, Figma, Adobe Premiere Pro, Krita, Adobe Illustrator, Adobe PhotoShop, Audition, GitHub, PureRef, Microsoft Office.