



SERGIO SEBASTIÁN

GAME DEVELOPER

PROFILE

I am a 22 years old student of Multimedia Engineering degree at University of Alicante, focused on videogame and web development. I am looking for an internship to test my skills and learn new ones.

SKILLS

- C/C++
- Unity/C#
- Game Design
- Java
- HTML/CSS/Javascript
- Blender
- Teamwork
- Design Thinking
- Leadership

HOW TO CONTACT ME

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EXPERIENCES

CuidaMe! - Design Thinker and Programmer

November 2018 - June 2019

An alternative to dog kennels where you can take care of a pet or leave your pet with a caretaker.

Addly - Front-end Developer

June 2019 - August 2019

An application to gather your social networks in a link.

Malaka - Project Manager, Game Designer, Network and Gameplay Programmer

September 2019 - Present

Student enterprise with four games developed: Dodgeball Masters, Deal with it!, Escape Mirrom and Disc Respect.

SCHOOL BACKGROUND

Bachelor's Degree in Multimedia Engineering

2016 - Present

Specialized in Digital Entertainment Creation

Explorer Program - Young people with ideas

2019

Focused on the development of creative and innovative ideas.

AWARDS

Invat-tur Entrepreneur Award

2018

Award for the application: "CuidaMe!" in a Hackathon called "Hackea Tu Destino 2018".

3rd award - HackForGood

2019

3rd award in a Hackathon called "HackForGood".

Award for best application

2019

Award for best application: "ClothesAway" in a Hackathon called "Hackea Tu Destino 2019".