

CURRICULUM VITAE

GAME
DESIGNER

GAME DESIGNER



COMMUNICATOR

COMMUNICATOR

CHARLIE SÁNCHEZ



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Check out my works!

EDUCATION

VIDEO GAME DESIGN AND DEVELOPMENT BACHELOR DEGREE

September 2018 - July 2022
Castellón de la Plana, Spain



UNIVERSITAT JAUME I

First-class honors in the subjects of Visual Culture and Mass Media, Hypermedia Narrative and Video Game Analysis, Computer Graphics, Conceptual Design of Video Games, Applications for Mobile Devices, Theory and Practice of Audiovisual Production, Production Techniques and Sound Realization. Final Degree Project on "The video game as a video clip: an approach to cinematographic language from the video game universe"

BACCALAUREATE

September 2015 - July 2017
Granada, Spain



I.E.S. PADRE MANJÓN

First-class honors in the subjects of Psychology, Plastic Arts, Language Arts, and Philosophy. Member of the robotics and theater clubs.

LANGUAGES

NATIVE SPANISH LEVEL

ADVANCED ENGLISH LEVEL (B2 CAMBRIDGE CERTIFICATE)

INTERMEDIATE CATALAN LEVEL

ELEMENTARY FRENCH LEVEL

SOFT SKILLS

LEADERSHIP & DECISION MAKING

Based on my experience as director of HyperHype.es

CRITICAL THINKING

Trained during the weekly writing of reviews and essays

TEAMWORK

Result of five gamejams with people from all walks of life

ADAPTABILITY

Earned from developing multiple projects on my own

EMPATHY

Learned by monitoring and managing summer camps

CULTURAL SENSITIVITY

Given for a lifetime of art consumption

AWARDS



INTER-UNIVERSITY CHAIR OF NEW GREEN TRANSITION

Second position for the videogame IRIDESCENT
2021



OCULUS AUDIOVISUAL FESTIVAL

Finalist in the 'Best Short Film' category for OASIS
2019

PROGRAMMING LANGUAGES

HTML5, CSS3, JAVASCRIPT

EXCELLENT

C++, C#

ADVANCED

BLUEPRINT VISUAL SCRIPTING

ADVANCED

Worked with C, Python, Kotlin, SQL, OpenGL, GLSL, Java, PHP, Phaser and assembly.

SOFTWARE

PHOTOSHOP, ILLUSTRATOR

EXCELLENT

Premiere + After Effects

ADVANCED

TRELLO, JIRA, GIT, BITBUCKET

VERY GOOD

Worked with VEGAS Pro, Logic Pro, Blender, MotionBuilder, 3DS Max, ZBrush, Substance, Reaper and FL Studio.

CERTIFICATES

UNREAL ENGINE 4 TRAINING COURSE

Granted by Carlos Coronado and Juan Gomila in 2020

YOUTH FREE TIME ACTIVITIES INSTRUCTION

Granted by the Sierra Nevada Association in 2017

PASSIONS

ESSAY READING

TABLE GAMES

URBAN CULTURE

GAME COLLECTING

NIGHT DRIVING

TRAVELLING

CAR LICENSE

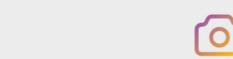
SERVICES



BRANDING & GRAPHIC / UX UI DESIGN



FRONT-END / OBJECT ORIENTED CODING



CREATIVE DIRECTION & CINEMATIC DESIGN



PRODUCTION & TEAM MANAGEMENT



COMMUNICATION & VIDEO EDITING



NARRATIVE DESIGN & WRITING



Facultad de Ciencias Humanas
y Sociales · FCHS

Dr. Antonio Loriguillo López
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12071 Castelló de la Plana, Spain.
loriguil@uji.es

To whom it may concern,

As a Lecturer at the Communication Sciences Department at Universitat Jaume I, I have supervised Mr. Carlos Sánchez Fernández during the 2019-2020 academic year in the Video Game Design and Development degree as the person in charge of the subject *Hyper Media Narrative and Video Game Analysis*.

I am writing this letter to encourage you to give Carlos an opportunity to work in your company on narrative design and/or mechanics design tasks.

Carlos learns fast, is very reliable and works hard in his assignments. He is a multitasker who works well in a team and whose projects are imbued with a creative taste and intuition out of the ordinary in my experience as a supervisor of several promotions of talented young creators who aspire to work in the media industry.

I firmly believe that if he has the opportunity to become a member of your company, he will not let you regret your decision. If you need any further details, please feel free to contact me for further inquiries.

Sincerely,

LORIGUILLO
LOPEZ ANTONIO
- 20487186M

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por LORIGUILLO LOPEZ
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