

# Carlos Agudo

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## SKILLS

**Programming:** C++, C#, Java, Unreal Blueprints, Xamarin, Python, MySQL/MongoDB

**Engines:** Unreal 4, Unity

**General Tech:** Perforce, Jenkins, JIRA/Trello

**Languages:** Spanish (native), English (Intermediate)

## WORK EXPERIENCE

### **Jump Into Reality, Madrid** – *Unreal Engine C++ Generalist Programmer*

July 2021 – July 2022

- Implementation gameplay mechanics to interact with the furniture walls and floor/ceiling in the scene.
- Implementation of the backend for the new UI of the software with additional Widget classes, events and in some cases redo or refactor old blueprints.
- Refactorization of DB of the software to match the API calls, doing it easily upgradable, scalable, modular and reusable. Bug Fixing
- Working with localization to match all new changes to fit the system we had.
- Developing tools to more easily upload new assets to our software DB.

### **5th Element Gaming, Madrid** – *Unity Mobile Game Developer*

March 2021 – June 2021, Madrid

- Resolved team tool issues while simultaneously figuring out how all the game tech was set up and maintained by previous project owners.
- Implementation of touch controls to handle user interactions for allowing items to be swapped, dragged, added, removed, and transferred between UI.
- Implemented touch based UI layouts using event driven programming with C# to hook up core functionality and data to expose to designers for tweaking.
- Creation of scenes and logic of different game levels.
- Localization of all the texts through JSONs. Creation of tools to populate DB for designers

**Complex 27 Games, Madrid** – *Unreal Engine C++ Generalist Programmer*

November 2020 – June 2021

- – Setting up, branches management, technical support and documentation for Perforce (version control system).
- – Creation of the first version of the movement and physics system of the character. Creation of an own controller for input mapping and handling.
- – Communication with art: Link between the programming part with the 3D modeling and digital art department.
- – Programming of some game mechanics and events. Implementation of animations provided by art, creation of sockets and modification of bones in C++.
- – Implementation of AI movement. Management of multiple save games. Game Bug Fixing.

**The Demanda Valley, Logroño** – *Xamarin C# Mobile Developer*

July 2019 – August 2020

**Academia Cartagena99, Madrid** – *C++/Programming Private Teacher*

October 2021 – July 2022

## EDUCATION

**Universidad Complutense de Madrid, Madrid** – *Master Degree of Game Development*

September 2021 – July 2022

**Universidad de La Rioja, Logroño** – *Computer Engineering Degree*

September 2014 – March 2020