



CARLOS AGUDO

GAME PROGRAMMER

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ABOUT ME

Video Game Developer with more than a year of experience in Unreal Engine 4 and C++.

I have been working making videogames, mobile applications, and several ad-hoc IT solutions. I'm a proactive, fast learner person and I adapt to the needs of each company.



LANGUAGES



C2
Mastery



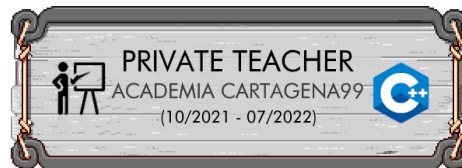
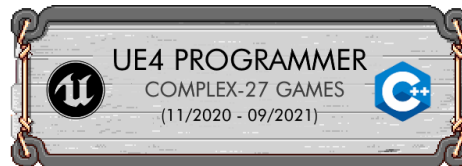
B2
Upper
Intermediate



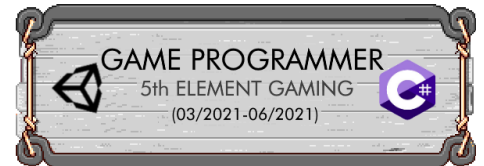
CAREER SUMMARY



Mobile video game developer (iOS, Android) with **Unity** and **C#** working at the same time on several projects.



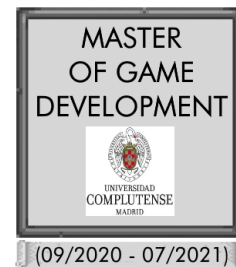
Generalist software programmer with **Unreal Engine** and **C++**. The software is real-time home design with virtual reality.



Game programmer in **C++** and **Unreal Engine** for the **Final Master's Project**, working closely with more than 27 people from different departments.



EDUCATION



SKILLS



OTHER SKILLS

- PERFORCE
- JENKINS
- MYSQL / MONGODB
- AGILE METHODOLOGY (SCRUM, XP)
- TEAM WORK
- CREATIVITY
- GOOD COMMUNICATION SKILLS
- PASSION FOR VIDEOGAMES