



CARLOS AGUDO

GAME PROGRAMMER

FIRST NAME: CARLOS
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CONTACT



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ABOUT ME

Game Programmer with illusion and passion to keep everyday improving about videogame development. I am currently doing a Master in videogame development for this purpose.

I would consider myself as a proactive person, with good communicative skills.



EDUCATION

Master of Game Development
Universidad Complutense Madrid
(07/2020 -)



Computer Engineering Degree
Universidad de La Rioja
(2014 - 2020)



CAREER SUMMARY



Junior Unity Game Programmer
5th Element Gaming
(03/2021 -)



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



Unreal Game Programmer
Complex-27 Games
(11/2020 -)



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



Junior Mobile Developer
The Demanda Valley
(07/2019 - 08/2020)



App mobile development (iOS, Android) from scratch with Xamarin and C#. CMS Development and the connection between them.



SKILLS



UNITY



UNREAL ENGINE 4



C#



C++



PYTHON



XAMARIN



JAVA



LUA



OTHER SKILLS

GIT / GITHUB / GITLAB
PERFORCE
JENKINS
MYSQL / MONGODB

AGILE DEVELOPMENT
INTERPERSONAL SKILLS
LEADERSHIP
TEAMWORK



LANGUAGES SKILLS



Spanish native



Intermediate level - B2



OTHERS

Training Course on Xamarin (40h)



Car driving licence (Europe)

