CARLOS AGUDO
-Software Engineer-
Unreal Engine - C++

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🌐 Webpage Portfolio
in carlosagudop

ABOUT ME

Software Engineer with almost three years of experience in UE and C++ and more than four overall. I've been working making videogames, mobile app, and several IT solutions. I'm a proactive, fast learner person and open to new challenges!

SKILLS

+ Team Work   + Creativity   + Good communication skills

CAREER SUMMARY

Unreal Engine Developer
Catness Game Studios (10/22 -)

Unreal Engine Developer
Jump Into Reality (07/21 - 07/22)

Unity Developer
5th Element Gaming (03/21 - 06/21)

Unreal Engine Developer
Complex-27 Games (12/20 - 07/21)

Software Developer
The Demanda Valley (07/19 - 08/20)

Private Teacher C++
ACAD. Cartagena99 (10/21 - 07/22)

Game porting to consoles. Game optimization. Controller integration. Implementation of new mechanics Blueprints and code. Localization.

Implementation gameplay mechanics Management of API calls Backend UI implementation Localization.

Creation of scenes and logic of different game levels. Localization. Implementation of touch controls Maintenance by previous projects.

Input, character's movement, animation, savegames and physics implementation. Responsible for communication with the art department. Bugfixing.

Creation of a mobile application in Xamarin, importing all the data from a CMS. Participation in the creation of pipelines for data analysis.

School support for individual and groups of university students in various subjects, ranging from mathematics to programming.

EDUCATION

Master Degree of Game Development (09/20 - 07/21)
Universidad Complutense de Madrid

Computer Engineering Degree (09/14 - 03/20)
Universidad de La Rioja