

# ALBERTO LARIO SANTOS

## Videogame Programmer

*Videogame programmer with good knowledge of C ++, C #, Unity and Unreal Engine. Analytical and with the ability to solve problems. Currently I am very motivated to start working with the objective of creating great projects.*

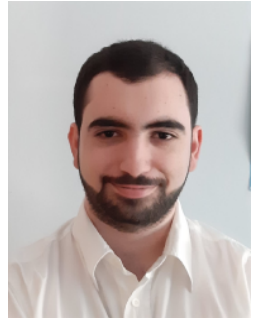
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Valencia - Spain

26/10/1996



## ACADEMIC AND COMPLEMENTARY TRAINING

### **HND in videogame programming.**

ESAT (09/2017 to 07/2020)

### **CFGs. Cross-platform application development.**

Centro de estudios ASES (09/2015 to 06/2017)

### **CFGM. Microcomputer systems and networks.**

FP Chestre (09/2013 to 06/2015)

European mobility period in London (06/2015-10/2015)

### **Basic course Unreal Development Kit (20h)**

ESAT (2013)

## PROFESSIONAL EXPERIENCE

### **Computer technician**

Factory Pc (06/2015 to 07/2015)

- Assembly and maintenance of equipment.
- Installation of Linux servers.
- Maintenance of software and hardware.

### **Web Developer**

Carcrash (03/2017 to 06/2017)

- Developing applications to organize clients and statistics.
- Creating Landing pages for the company's website.

### **Videogame programmer**

ESAT (09/2019 a 07/2020)

- Enemy programming for the videogame "The Hunt" using Unreal Engine.

## COMPUTING

**C++:** Level high

**C#:** Level high

**Unity:** Level high

**Unreal Engine:** Level high

**HTML:** Level mid/high

**CSS:** Level mid/high

## LANGUAGES

**Inglés:** Level high (Cambridge English Level B2 Certificate with demonstrated ability at Level C1).

**Spanish:** Mother tongue.

## OTHER DATA OF INTEREST

Complete availability.

Own vehicle and driving license B.

Immediate incorporation capability.