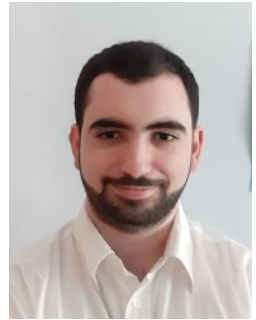# ALBERTO LARIO SANTOS

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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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 Cheste *(09/2013 to 06/2015)*

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.

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 B1 Certificate).
Spanish: Mother tongue.

OTHER DATA OF INTEREST

Complete availability.
Own vehicle and driving license B.
Immediate incorporation capability.