



ALBERTO LARIO SANTOS

Videogame programmer

ABOUT ME

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.

CONTACT INFORMATION

Phone number: +34 606 675 624

Email: albertolariosantos@gmail.com

Portfolio: <https://lariosa-png.github.io/>

Address: Valencia - Spain

COMPUTING

- **C++:** High level
- **C#:** High level
- **Unity:** High level
- **Unreal Engine:** High level
- **HTML:** Mid/high level
- **CSS:** Mid/high level

LANGUAGES

- **English:** High level (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.

PROFESSIONAL EXPERIENCE

VIDEOGAME PROGRAMMER

ESAT (09/2019 a 07/2020)

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

WEB DEVELOPER

Carcrash (03/2017 a 06/2017)

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

COMPUTER TECHNICIAN

Factory Pc (06/2015 a 07/2015)

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

ACADEMIC AND COMPLEMENTARY TRAINING

HND IN VIDEOGAME PROGRAMMING

ESAT (09/2017 a 07/2020)

- Videogame development in C++ and C#
- Using Unity and Unreal Engine
- Using Kotlin and Swift

CFGS. CROSS-PLATFORM APPLICATION DEVELOPMENT.

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

- Learning HTML and CSS
- Using Android studio
- Mobile application development
- Java and Javascript programming

CFGM. MICROCOMPUTER SYSTEMS AND NETWORKS.

FP Cheste (09/2013 a 06/2015)

- Assembly and maintenance of equipment.
- Management of linux and linux servers.
- European mobility period in London (06/2015-10/2015)

BASIC COURSE UNREAL DEVELOPMENT KIT (20H) ESAT (2013)

- Level design using Unreal engine