

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.

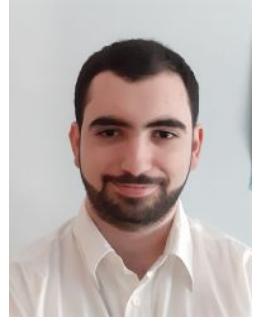
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<https://lariosa-png.github.io/>

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 B1 Certificate).

Spanish: Mother tongue.

OTHER DATA OF INTEREST

Complete availability.

Own vehicle and driving license B.

Immediate incorporation capability.