



Xabier Ugarte Amundarain

Computer engineer

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FORMATION

Compulsory Secondary Education in

2010 - 2014

Baccalaureate in

2014 - 2016

Degree in Computer Engineering by
Universidad del País Vasco

2016 - 2020

External work internship as web programmer
at the company "GFI Norte"

2019-2019

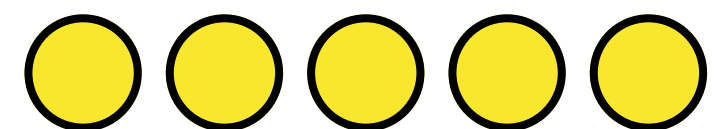
Master's Degree in Videogames Development in
Universidad Complutense de Madrid

2020-

LANGUAGES

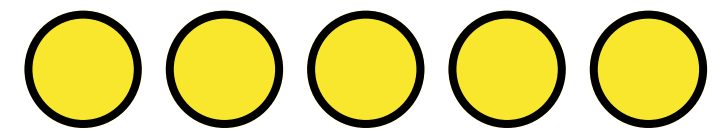
SPANISH

NATIVE

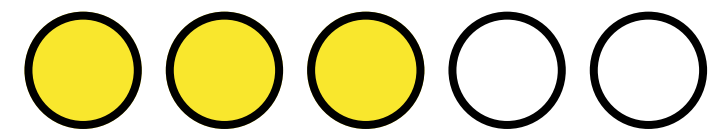


BASQUE

NATIVE



ENGLISH WORKING PROFESSIONAL (B2 First Certificate)



INTERESTS


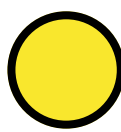
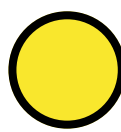
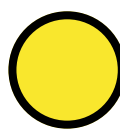
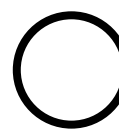

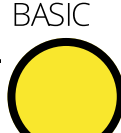




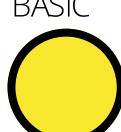




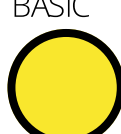




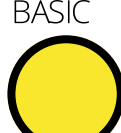








I love to write about the things I like and that is why I have a humble blog about videogames. I am really interested in the projects management, specially about the videogame production. As a hobby, I like to edit photos (Photoshop) and videos (Sony Vegas).

ABOUT ME

Born in 1998, I consider myself a hard worker and social person, I love to work in a team. I like the world of videogames and that is why my principal interests are about game development and the production of them. As my final degree project, I developed a project about application of reinforcement learning in Unity.

I am actually studying a Master's Degree in Videogames Development, in the specialization of programming, and I am working alongside an amazing team of designers, artists and producers.

SOFTWARE SKILLS

		BASIC	INTERMEDIATE	EXPERIENCED	PROFESSIONAL
	UNITY				
	UNREAL ENGINE				
	C++				
	C#				
	JAVA				
	PYTHON				

In addition of this software, I have basic technical knowledge about: Ada, Ajax, Javascript, PHP, HTML, Prolog, Jupyter.