CARLOS AGUDO

C++ PROGRAMMER SOFTWARE ENGINEER

SKILLS:

**C++ - C# - Java - Python
Unreal Engine - Unity
Github - Gitlab - Perforce
Xamarin
Jenkins - TeamCity
MySQL - MongoDB
Jira - Trello**

**Team Work
Creativity
Good Communication**

LANGUAGES:

**Spanish (Native)
English (Intermediate)**

CONTACT:

**LinkedIn
WebPage
carlosagudopos@gmail.com
(+34) 608829345**

💼 EMPLEOS:

Unreal Engine Developer (C++)
Catness Game Studios (10/23-12/24)
Game porting to consoles. Game optimization.
Controller integration. Implementation of new mechanics
Blueprints and code. Localization.

Unreal Engine Developer (C++)
Jump Into Reality (07/21-07/22)
Implementation gameplay mechanics Management of
API calls Backend UI implementation Localization.

Unity Developer (C#)
5th Element Gaming (03/21-06/21)
Creation of scenes and logic of different game levels.
Localization. Implementation of touch controls
Maintenance by previous projects.

Unreal Engine Developer (C++)
Complex-27 Games (12/20-07/21)
Input, character's movement, animation, savegames and
physics implementation. Responsible for communication
with the art department. Bugfixing.

Private Teacher
Academia Cartagena99 (10/21-07/22)
School support for individual and groups of university
students in various subjects, ranging from mathematics
to programming.

Xamarin Mobile Developer (C#)
The Demanda Valley (07/19-08/20)
Creation of a mobile application in Xamarin, importing all
the data from a CMS. Participation in the creation of
pipelines for data analysis.

📖 ESTUDIOS:

Master Degree of Game Development
Universidad Complutense de Madrid (09/20-07/21)

Computer Engineering Degree
Universidad de La Rioja (09/14 - 03/20)