CARLOS AGUDO
-Software Engineer-
Unreal Engine - C++

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in carlosagudop

ABOUT ME

Software Engineer with almost three years of experience in UE and C++ and more than four overall. I've been working making videogames, mobile app, and several IT solutions. I'm a proactive, fast learner person and open to new challenges!

SKILLS

+ Team Work   + Creativity   + Good communication skills

CAREER SUMMARY

Unreal Engine Developer
Catness Game Studios (10/22 - 11/24)

Game porting to consoles. Game optimization. Controller integration. Implementation of new mechanics Blueprints and code. Localization.

Unreal Engine Developer
Jump Into Reality (07/21 - 07/22)

Implementation gameplay mechanics Management of API calls Backend UI implementation Localization.

Unity Developer
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
Complex-27 Games (12/20 - 07/21)

Input, character's movement, animation, savegames and physics implementation. Responsible for communication with the art department. Bugfixing.

Software Developer
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.

Private Teacher C++
ACAD. Cartagena99 (10/21 - 07/22)

School support for individual and groups of university students in various subjects, ranging from mathematics to programming.

EDUCATION

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

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