

Agus Sánchez

Unity Programmer



> About me

I am an **orderly** person, who loves **challenges** and **learn** from them.

Furthermore, I have been able to learn the development of videogames by **myself**, carrying out projects with small teams, improving skills such as **self-taught** and **problem solving**.

Thanks to the fact that in some projects, I assumed **responsibility**, I acquired skills like **leadership** and **team communication**.

> Contact

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[Portfolio](#)

> Languages

Spanish (Native)

Catalan (Native)

English (B1)

> Experience

Unity Developer {

>> **Xaloc Studios**
>> November 2022 - Actually

I developed a mobile game in which I programmed many of its systems. I worked with a **backend** and **SQL queries**. }

Unity Developer {

>> **Playstark**
>> June 2022 - August 2022

I programmed the main game mechanics of a 2D Unity Game. Also I made the UI behaviour. }

Unity Developer {

>> **Amelia Virtual Care**
>> January 2022 - June 2022

I developed environments in VR with our own SDK in Unity. I was in charge of integrating the logic of each scene and the resolution of their corresponding bugs. }

Unity Programmer {

>> **HechicerIA**
>> January 2021 - January 2022

I was in charge of the **development** and **management** of the logic of a conversion tool from text to video, within Unity. }

Unity Developer / Programmer {

>> **Fluxart Studios**
>> March 2019 - May 2020

I collaborated in the development of **Holfraine PS4** in addition to programming **mobile games**. }

> Education

Master in Video Game Programming With Unreal {

>> **Tokio School**
>> January 2022 - Present }

Master in Video Game Programming (OfficialUnity) {

>> **CICE**
>> November 2020 - April 2021 }

CFGs Animation3D, Interactive Enviroments and Game {

>> **Cesur Murcia Audiovisual**
>> September 2017 - June 2019 }

CFGM Microsystems and Local Networks {

>> **I.E.S. Antonio Sequeros**
>> September 2015 - June 2017 }

> Skills

Development {

>> Unity
>> C#
>> Unreal Engine }

Desing {

>> Photoshop
>> After Effects
>> Illustrator
>> Premiere }

Managment {

>> Github
>> Sourcetree
>> Plastic
>> Jira
>> Notion }