

Curriculum Vitae

Information

Name Adrian
Surnames Armesto Godoy
Birth Date December '96
Location Barcelona, Spain
Work Place Remote (if possible)

Contact

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Experience

Sep'22 - Present **The Breach Studios - Unreal Engine Developer**

Jul'21 - Sep'22 **The Breach Studios (internship) - Unreal Engine Developer**
Gained hands-on experience in programming gameplay features and mechanics.
Contributed to the development of "[TheHarvest](#)"

Dec'20 - May'21 **IMCToys (internship) - Developer**
Worked on a prototype for a Multiplayer Online Mobile Game.
Set up the online server and contributed to the development of the game's network gameplay.

Feb'17 - Jul'17 **Skara (internship) - Quality Assurance**
Responsible for testing the game "[Skara - The Blade Remains](#)" to ensure its quality and identify any issues.

Education

2017 - 2021 **University Degree** in Interactive Digital Contents at **ENTI-UB** (Barcelona)
Coursework in game design, programming, and other related subjects.
Collaborated on four video game projects with other students as part of my degree program.

2015 - 2017 **Higher National Diploma** in 3D Animation, Video Games, and Interactive Environments at Sant Ignasi de Sarrià (Barcelona)
Program provided a strong foundation in 3D animation, game design, and interactive environments.

Skills

Experience with **C++**, **C#**, **Java** and **Javascript**.

Experience with **HTML** and **CSS**.

Experience with **Unity** and **Unreal** Game Engines.

Experience with **Google Spreadsheets**.

Experience with **Android Studio**.

Experience with **Jira Software**.

Experience working with **File Transfer Protocol**.

Experience using **Wordpress**

Knowledge of the **Agile methodologies** such as Scrum and Kanban Methods.

Languages

Spanish Native

Catalan Native

English Near B2 Level

Japanese Near Noken 5 Level

Personal Projects

Please check aheradin.com for further information about me and my projects.