

# CARLOS CAPILLA AMADOR

## GAME DEVELOPER & GAME DESIGNER

### ABOUT ME

My name is Carlos and I'm Game designer and developer in Coco School Mexico.

A short sentence from me is that I am an adventurer in constant learning, dynamic, lover and enthusiasts prepared to live and experience this industry and to create new experiences for players

### SKILLS

- Creative
- Leader
- Organized
- Teamwork
- Communicative
- Flexibility and adaptability

### KNOWLEDGE

#### PROGRAMMING

- C#
- C++
- Html / JS / CSS

#### SOFTWARE

- Adobe Photoshop
- Adobe Lightroom
- Office 365
- Unreal Engine (4 & 5)
- Unity
- UEFN

### COURSES

- Aprendizaje Automático in #Creaentudioma2019
- Introducción a la Programación in #Creaentudioma2019
- Seguridad Digital para Emprendimientos in #Creaentudioma2019

### AREA OF INTEREST

1. Game Designer
2. Level Design
3. Product Manager
4. Programmer

### EDUCATION

#### COCO SCHOOL MEXICO 2020 - NOW

Development and Programming of Videogames - Mexico City

#### UNIVERSIDAD SIMON BOLIVAR

Bachelor's Degree in Biotechnology (truncated career) - 2018 / 2019

### EXPERIENCIA EXTRACURRICULAR

#### GLOBAL GAME JAM

Enero 2021 / Enero 2021 - Ciudad de México

#### Global Game Jam Plus

Enero 2023 / Marzo 2023 - Ciudad de México

### LANGUAGE

- Native Spanish
- English - B1

### DETAILS & CONTACT

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