



UNAI DIAZ DE GARAYO

C, C++ Programmer

PORTFOLIO

unaidiazdegarayo-portafolio.netlify.app

CONTACT

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[LinkedIn](#)

LANGUAGES

- Spanish (Native)
- Euskera (Native)
- English (high)

EDUCATION

2017

IES/EHU Lakua

High School

2019

Centre de la imagen y la tecnología [UPC - CITM]

Game development

PROFESSIONAL EXPERIENCE

2023 - 2024

2AWESOME STUDIO

Gameplay / Tools Programmer

Project:

Altered Alma

Responsibilities:

- Develop engine tools for designers.
- Provide technical solutions for new implementations.
- Find technical solutions for bugs.

SKILLS

- Advanced level in OpenGL.
- Advanced level in Unity.
- Advanced level in graphics programming.
- Advanced level in C, C++, C#.
- Advanced level in sorting algorithm, pathfinding, compress algorithms, binary trees...
- Experienced in engine programming.
- Experienced in shaders (GLSL).
- Experienced in VR development.