Rodrigo García Benedicte

Video game designer and Narrative designer.

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(Burgos) Spain.
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EXPERIENCE

Isostopy, Madrid: *Intern.*

OCTOBER 2016 - MARCH 2017

Isostopy is a virtual reality application development company.

EDUCATION

ESNE (Camilo José Cela University), Madrid: *Bachelor 's Degree in Video Game Design and Development.*

SEPTEMBER 2013 - JULY 2018

Rey Juan Carlos University, Madrid: *Master's Degree in Narrative Design and Video Game Studies.*

OCTOBER 2022 - JULY 2023

Online Master's Degree.

OTHERS

Design & Develop Video Games. Learn C# In Unity Engine. Online course Udemy.

Design Patterns for Game Programming. Online course Udemy.

The Beginner's Guide to Artificial Intelligence (Unity 2022). Online course Udemy.

PORTFOLIO

https://rodrigogarciabenedictedev.com/

https://cebollasdev.itch.io/

SKILLS

Adobe Premiere: Intermediate level.

After Effects: Intermediate level.

Adobe Photoshop: Intermediate level.

Unreal Engine: Basic level.

Unity Engine: Advanced level.

Blender: Basic level.

C#: Intermediate level.

C + +: Basic level.

CSS: Basic level.

HTML: Basic level.

Rapid prototyping of ideas and mechanics.

Level design: Basic level.

LANGUAGE

Spanish native level.

High intermediate English level.