



Manu Díaz

Game Programmer

Experience

Junior Game Programmer @ Corsegames

July 2016 - Present

Developing a 2D mobile Tower Defense with Unity3D, taking part in gameplay, physics, UI and performance.

Intern Game Programmer @ Corsegames

March 2016 - June 2016

Developing a 2D mobile Tower Defense with Unity3D, taking part in gameplay, physics, UI and performance.

Intern Game Programmer @ A Crowd of Monsters

March 2015 - July 2015

Development of a 2D mobile arcade game with Unity3D, in charge of all the gameplay and UI.

Web Developer @ Mutua General de Catalunya

December 2013 - December 2014

Back-end and front-end development of internal software and of the site *oficinavirtual.mgc.es*.

Web Developer @ TecnoCampus Mataró

October 2012 - May 2013

Back-end and front-end develop and maintenance of a business oriented service *www.borsatalent.tecnocampus.com*.

Education

Videogame Design and Creation Master's Degree

2014 - 2015

Universitat Politècnica de Catalunya

T. Eng. Computer Management

2009 - 2013

Universitat Politècnica de Catalunya

Details

Camí de la Geganta 7, 1º 2ª
08302 Mataró, Barcelona
688 96 70 76
mdiaz.sanguino@gmail.com
www.manudz.com

Languages

Spanish

Catalan

English - First Certificate

C#

C++

HTML5

Javascript

PHP5

CSS3

Tools

Unity 3D

Monodevelop

Phaser

SublimeText

Visual Studio

SFML

Methods

Scrum

Git