



SAMUEL AGUDELO

Unity Game Developer

CONTACT

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Profile Summary

Experienced with Unity Engine for quick iteration and prototyping and end-to-end development. Experience with teamwork for multiple game jams and personal projects. Experience working with various project management tools, including Trello & Notion.

EDUCATION

- 2025 - 2028
Universidad Nacional
 - Electronic Engineering
- 2018 - 2020
Manizales Autonomus University
 - B2 English Proefficiency

Work Experience

- Latin American Game Makers 2020-2021
Game Designer
 - Main game designer at LAG Inc, an indie initiative formed in 2020, developing game jam projects.
- Slim Studio 2021 - 2021
Game Designer
 - Main game designer at Slim Studio, an indie studio formed in 2021, developing a game that was cancelled after 6 months of development.
- Personal Projects 2022-2025
Solo Developer
 - Developer of small prototypes.
 - Developer of Above Dark (Under Development)
 - Developer of Outn't (Under Development)

skills

- Project Management
- Unity Engine
- Kanban Methodology
- Milanote
- Figma
- After Effects
- Photoshop

Languages

- English: Fluent
- Spanish: Native