

# SAMUEL AGUDELO

Unity Game Developer

## CONTACT

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[sagudelo.com](http://sagudelo.com)

## Profile Summary

Hola!

I'm currently working on Artesano Games, a tiny studio focused on developing one game a month.

I'm also experienced with Unity Engine for quick iteration and prototyping for rapid end-to-end development.

## EDUCATION

2025 - 2030

Universidad Nacional

- Electronic Engineering

2018 - 2020

Manizales Autonomus University

- B2 English Proefficiency

## Work Experience

Artesano Games

2026

**Main Developer**

- Founder and Main Developer.
- Developer of Outn't.

Personal Projects

2022-2025

**Solo Developer**

- Developer of small prototypes.
- Developer of Above Dark (Under Development)

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.

Latin American Game Makers

2020-2021

**Game Designer**

- Main game designer at LAG Inc, an indie initiative formed in 2020, developing game jam projects.

## SKILLS

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

## Languages

- English: Fluent
- Spanish: Native