

# POL RIUS BANÚS

C++ Programmer, Software Developer

## CONTACT



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[Pol Rius Banús](#)



[Loproxi](#)

## FORMATION

Escola Pia Terrassa Scientific  
A-Level

Degree in Design and Videogame  
Development

B Driver license

## SKILLS

### Programming Languages:

C, C++, C#, Flutter, GLSL, Julia, HLSL

### Tools:

Unity,Github.OpenGL,SDL,Firebase,  
Excel ,CorelDraw,InDesign.

### Languages:

Catalan

- Native

Spanish

- Native

English

- B2

## ABOUT ME

I am Pol Rius Banús and my passion for coding, optimization and the newest technologies has been a constant boost in my academics and will be in my professional journey.

My main goal is to continue growing and refining my skills in this dynamic and ever-evolving field.

## PROJECTS

### *Guardians of the Galaxy: The Bet.*

- Contributed to the creation of a collaborative game developed by all students in my grade, utilizing a custom-built game engine.
- Development of the Particle System of the engine from scratch,showcasing technical skills and problem-solving capabilities.

### *PAK-ENGINE*

- Development of a custom video game engine that has features like import of models/textures,camera culling,mouse picking.
- Incorporated advanced features in the engine for game creation, such as particle systems and shaders.

### *2D Fluid Simulation Tool*

- Developed a 2D fluid simulation tool using Unity, leveraging the power of compute shaders for real-time fluid dynamics.
- This project has taught me how to tackle various challenges related to optimization and stability of the simulation.

## EXPERIENCE

### Intern

COELBO CONTROL SYSTEM S.L. | TERRASSA | 2023-Ongoing

- Adaptability and Learning Agility. During this internship I had to adapt myself to various software environments like InDesign,Corel and Excel.
- Workplace Environment and Team Collaboration



