POL RIUS

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ABOUT ME

I am **Pol Rius Banús**, a passionate software developer with a focus on coding, optimization, and cutting-edge technologies. My goal is to continuously grow and refine my skills in the dynamic field of game development.

EDUCATION

- Degree in Design and Videogame Development, UPC-CITM / 2020 - 2024
- Postgraduate in Technical Artist, UPC-CITM / 2024

PROJECTS

- *Guardians of the Galaxy: The Bet.*
  - Contributed to the creation of a collaborative game utilizing a custom-built game engine.
  - Developed the particle system from scratch, enhancing visual effects.
- *PAK-ENGINE*
  - Developed a custom video game engine with features such as model/texture import, camera culling, and mouse picking.
  - Incorporated advanced features, such as particle systems and shaders.
- *2D Fluid Simulation Tool*
  - Created a 2D fluid simulation tool in Unity using compute shaders for real-time fluid dynamics.
  - Tackled optimization challenges, improving performance.
- *Salt-peter and The Philosopher's Stone*
  - Served as the lead programmer in a tile-based puzzle stealth game.
  - Developed turn system, player and enemy mechanics and implemented animations.

EXPERIENCE

INTERNSHIP / COELBO CONTROL SYSTEM S.L, Spain   2023 - 2024

- Adapted to various software environments including InDesign, Corel, and Excel.
- Collaborated effectively within a team, enhancing the workplace environment.

SKILLS

- *Programming Languages:* C, C++, C#, Flutter, GLSL, Julia, HLSL
- *Tools:* Unity, Unreal Engine, GitHub, OpenGL, Firebase.
- *Languages:*
  - Catalan, Spanish: Native
  - English: B2