PABLO CEBOLLADA

RENDER PROGRAMMER

CONTACT

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⭘ PaablooCH

PROJECTS

- **Axolotl Engine** Master's project **In-house Engine** (2023)
- **Deep-Shop** C# Development Project (2024)
- **ChironDX** In-house Engine (On-Going)
- **Undercooked** 3D-Unity-Puzzle (2021)
- **Megaman Game** 2D-Plataform (2021)

TECHNICAL SKILLS

- C++
- C#
- OpenGL API
- DirectX12
- NSight
- PIX
- Unity
- Git

SOFT SKILLS

Dynamic worker

Quick learner

Critical thinker

Problem solver

Adaptable and flexible person

Reliable team member, with a strong work ethic

LANGUAGES

Spanish Native

Catalan Native

English Professional working proficiency

PROFILE

I'm a junior programmer, with a strong background in the creation of applications and a passion for graphics programming. I have experience in developing 2D video games using a non-commercial engine and I've also worked on 3D game development using Unity. Recently, I focused on graphics development for my final master project. This involved creating and using shaders with OpenGL and deepening my proficiency in the C++ language.

WORK EXPERIENCE

Render & Engine Programmer (Master's project)

Horizons Games   January 2023-November 2023

- Developing features in the rendering system with multiple shaders for varied rendering purposes.
- Working on engine features.
- Developing gameplay system.
- Profiling and debugging.
- Working with a multidisciplinary team.

Software Developer

IThink UPC   February 2022-February 2023

- Full stack developer, developing web applications for third parties.
- Collaborating in big teams.
- Working with a multidisciplinary team.
- Utilizing the Scrum methodology with Jira to manage projects.
- Ability to effectively communicate with customers.
- Working with the implementation of various programming patterns.

Software Developer (Internship)

Telespazio Ibérica   April 2021-January 2022

- Full stack developer, developing web applications for first party.
- Met all the deadlines set by the client.
- Utilizing the Scrum methodology.

EDUCATION

Master in Advanced Programming for AAA Videogames

Universitat Politècnica de Catalunya - UPC BarcelonaTech - Talent School 2022 - 2023

Degree in Computer Science

Universitat Politècnica de Catalunya - UPC BarcelonaTech 2017 - 2022

HOBBIES

I spend my spare time mostly playing video games, especially **shooters** and **MOBAs**, but recently, I've started playing **JRPGs** like Persona 5 Royale, and **survival horrors** like Signalis. Additionally, I like to **read papers** about rendering techniques to keep myself updated and I set aside time to practice some **sports**.