




PABLO CEBOLLADA HERNÁNDEZ


GRAPHICS PROGRAMMER

CONTACT

 paablooch.github.io

 [Pablo Cebollada Hernández](#)

 [PaablooCH](#)

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SKILLS

Dynamic worker

Compromise

Quick learn capability

Proactivity

EDUCATION

Master in Advanced Programming for
AAA Videogames

**Universitat Politècnica de
Catalunya - UPC
BarcelonaTech - Talent
School**

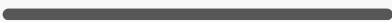
October 2022 - November 2023

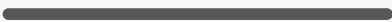
Degree in Computer Science


**Universitat Politècnica de
Catalunya - UPC
BarcelonaTech**

September 2017 - January 2022

LANGUAGES

Spanish 

Catalan 

English 

PROFILE

I'm a junior programmer, with a strong background in the creation of applications and a passion for graphics programming. My experience includes the development of video games in 2D, with non-commercial engine, and in 3D using Unity, and lately, I have developed the graphics part of an engine for the final master project I coursed, which has allowed me to develop skills using and creating shaders with OpenGL and my understanding and use of the C++ language. I am excited about the opportunity to contribute to your company's success and look forward to discussing how my skills and experience can benefit your team.

WORK EXPERIENCE

Graphics Programmer

Horizons Games January 2023-Present

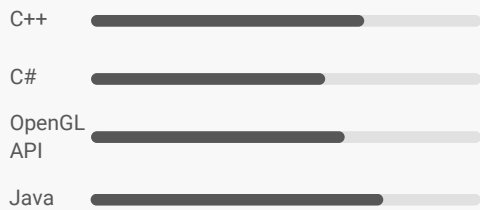
- Common tasks:
 - Pull Request reviews.
- Graphics tasks:
 - Deferred Shading.
 - Area Lights.
 - Global IBL.
 - Bloom, using Kawase dual filter blur.
 - Tone Mapping, implementing ACES Film.
 - Trails.
 - Reflections:
 - Local IBL.
 - Planar reflections.
 - Mesh Effects.
- Gameplay tasks:
 - Power-up system.
 - Visual effect: being hit.
- Detailed achievements:
 - Good Knowledge of C++ and Graphics technics.
 - Good Knowledge about Life Cycle of Game Development.

Software Developer

IThink UPC February 2022-February 2023

- Product management application using Java and MySQL.
- Property management application using Angular, Java and MySQL.
- Use of scrum methodology with Jira to manage projects.
- Detailed achievements:
 - Good knowledge of Java 11.
 - Good work in a team of 10 people.
 - Knowledge of how to relate to customers.

PROGRAMMING LANGUAGES



TOOLS



Internship

Telespazio Ibérica


April 2021 - January 2022

- Migration of an application from Silverlight to java.
- Creation and development of a corporative App using Angular and Java.
- Use of Microsoft Access as database tool.
- Detailed achievements:
 - Knowledge on how international companies work.

RELEVANT PROJECTS

Axolotl Engine

Game Engine developed in C++.

 <https://github.com/Horizons-Games/Axolotl-Engine>

Lego Star Wars: Starfall Rebellion

Game developed in C++ using Axolotl Engine.

 <https://github.com/Horizons-Games/Axolotl-Engine>

Megaman

2D Game developed in C++ based on The Goonies (NES) with a Megaman aesthetic.

 <https://github.com/PaablooCH/VJ-2D>

Overcooked

3D Game developed using Unity, based on the original Overcooked.

 <https://github.com/PaablooCH/VJ-3D>

INTEREST

The techniques behind games

How companies develop their games, with which techniques and how they implement those techniques, especially in the graphics department.

Videogames life

Know what steps a videogame lives during its first concept, when it converts to gold and how its life is conceived after gold (DLC, expansions, balance changes...).