




PABLO CEBOLLADA


RENDER PROGRAMMER


CONTACT


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SKILLS

Dynamic worker

Compromise

Quick learn capability

Self-confidence

Critical thinking

Problem-solving

Adaptability and flexibility

Strong work ethic

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

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**.

RELEVANT PROJECTS

Axolotl Engine

In-house game Engine developed in C++ and OpenGL, for the Master in Advanced Programming for AAA Videogames' final project.

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

Lego Star Wars: Starfall Rebellion

Game developed in C++ using Axolotl Engine with a Lego Star Wars aesthetic and playability.

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

Megaman

2D Game developed in C++, with a in-house Engine, based on The Goonies (NES) with a Megaman 7 aesthetic.

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

Undercooked

3D Game developed using Unity, based on the original Overcooked, models were made using MagicaVoxel.

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

Deus Ex Machina

First in-house engine, developed in C++ and OpenGL, for Master in Advanced Programming for AAA Videogames' first milestone.

 <https://github.com/PaablooCH/Deus-Ex-Machina>

PROGRAMMING LANGUAGES



C++



C#



OpenGL API



Java

TOOLS



Git



Jira



NSight



Unity



RenderDoc



Click Up



Taiga

LANGUAGES

Spanish

Catalan

English

WORK EXPERIENCE

Render & engine Programmer

Horizons Games

January 2023-Present

- For one part, I developed a series of features in the rendering system of the engine, involving the use of multiple shaders with different rendering purposes. Additionally, I worked on features for both the engine and gameplay.
- I also reviewed code written by my teammates..
- Detailed achievements:
 - Good Knowledge of C++ and Render technics.
 - Good Knowledge about Life Cycle of Game Development.

Software Developer

IThink UPC

February 2022-February 2023

- I was mainly working on two projects. One involved the maintenance of a product management application, which initially began with a team of three people. The second was a property management application, which was developed by a team of nine people.
- Detailed achievements:
 - Good work in a department with twelve people.
 - 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

- I was rotating between two teams. One was responsible for application migration, and the other was focused on creating and developing a corporate app.
 - Detailed achievements:
 - Met all the deadlines set by the client.
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INTEREST

The techniques behind games

How companies develop their games, the techniques they employ, and how they implement those techniques, particularly in the graphics department

Videogames' life

Understand the stages a video game goes through from its initial concept, through development to its gold release, and how its life continues post-gold (DLC, expansions, balance changes, etc.).