




# PABLO CEBOLLADA


## RENDER PROGRAMMER


### CONTACT


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 [PaablooCH](#)

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### SKILLS

Dynamic worker

Quick learn capability


Critical thinking


Problem-solving


Adaptability and flexibility


Strong work ethic

### PROJECTS

 [Axolotl Engine - Starfall Rebellion](#)

 [Megaman Game 2D-Plataform](#)

 [Undercooked 3D-Unity-Puzzle](#)

 [Deus Ex Machina In-house Engine](#)

### PROGRAMMING LANGUAGES


 C++


 C#


 OpenGL API


 Java


### TOOLS

 Git

 RenderDoc

 Jira

 Unity

 NSight

### 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

#### Render & Engine Programmer (Master's studio)

Horizons Games January 2023-Present

- 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** and reviewed code.
- Good Knowledge of **C++** and **Render technics**.
- Good Knowledge about Life Cycle of Game Development.

#### 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 - BarcelonaTech - Talent School 2022 - 2023

#### Degree in Computer Science

Universitat Politècnica de Catalunya - BarcelonaTech 2017 - 2022

### LANGUAGES

Spanish

Catalan

English

### HOBBIES

I spend my spare time mostly playing video games, especially **shooters** and **MOBAs**, but recently, I've started playing **JRPGs** like **Persona 5**, 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**.