



# PABLO CEBOLLADA

RENDER PROGRAMMER

## CONTACT

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## PROJECTS

🎮 [Axolotl Engine](#) Master's project  
In-house Engine

🎮 [Megaman Game](#) 2D-Platform

🎮 [Undercooked](#) 3D-Unity-Puzzle

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

## TECHNICAL SKILLS

🔧 C++      🖼️ OpenGL      OpenGL API

🎮 Visual Studio      👁️ NSight

🔧 Git      📄 RenderDoc

🔧 Jira      🎮 Unity

## 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-Present

- 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, 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**.