Pablo
Alonso Guzmán

I am a junior designer recently graduated in Game Design and Development (pending final thesis), with a strong passion for 3D modeling, texturing, and animation. My goal is to start my professional career in the video game and 3D animation industry, applying my technical knowledge and creativity to contribute to innovative and visually engaging projects.

CONTACT

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SKILLS

- Creativity
- Teamwork
- Real-world projects experience
- Problem-solving
- Adaptability
- Languages

LANGUAGES

- English: Advanced

Professional experience

JdeRobot – Internship contract

May 2025 | September 2025

- Software development for the Unibotics platform.
- Programming of new functionalities.
- Collaboration in cloud system maintenance and deployment.

Professional objective

- Recently completed Game Design and Development Degree.
- Seeking my first professional opportunity in the video game or 3D design field.
- Full-time availability.

Professional profile

- Experience working with tools such as Blender, 3Ds Max, Substance Painter, Photoshop, and Unity.
- Excited to apply my knowledge and continue learning to contribute to innovative projects in the design and video game industry.

Education

Rey Juan Carlos University

Bachelor's Degree in Video Game Design and Development
2020 - Present

- All coursework and internships completed, pending submission of the final thesis.

IES El Escorial

High School | 2018 - 2020

- High School Graduate, specializing in Science and Technology, from IES El Escorial.

Compulsory Secondary Education | 2014 - 2018

- Graduated from Compulsory Secondary Education at IES El Escorial.

Languages

Inglés | TOEIC Certificate | 2022

- TOEIC Certificate with a B2 level in English.