Pablo Fernández

+2 YEARS OF EXPERIENCE
SOFTWARE ENGINEER/GAME DEVELOPER
C++ | GAME ENGINE DEV | UNREAL ENGINE 5

Work experience

C++ Software Developer (NX CAD System) From March 2024 to the present

Euromar Technology/Siemens - Working in NX CAD System in naval industry - Tools programmer - Internal VCS - Collaborating with QA Team - Unit and automated testing

Projects

C++ 2D Game Engine | SDL2 | Box2D

Based on Final Degree Project. Improved my 2D Game Engine development skills, developed some interesting tools, created a game to showcase the engine features.

2D Game Engine for non-programmers

Final Degree Project. Divided in Core Engine, Visual Scripting System and World Editor. Reponsible for the Core Engine. Used SDL2, Box2D, Entity-Compontent-System

2D Survival Shooter Game called DOME

DOME is a 2D survival shooter game developed in C++ with SDL The game combines exploration, resource management, tactical combat, and crafting, with a strong focus on decision-making under time pressure.

Education & Profile

My name is Pablo Fernández, I am a video game developer, and I enjoy programming. I consider myself polite, friendly, and responsible. I have experience in teamwork, which is essential in this field, and I have completed various projects of different types.

(2019–2023)

UNIVERSIDAD COMPLUTENSE DE MADRID
Bachelor's Degree in Videogame Development

UDEMY
Unreal Engine 5 C++: The Ultimate Game Developer Course

Skills

- Programming in C++, C#, Java, Python, and JavaScript
- Experience in Unity 3D and Unreal Engine 5
- Basic knowledge in Databases, Big Data, Cybersecurity, Web Applications and Linux
- Experience with version control systems (Git)
- Strong communication, teamwork, and quick learning skills

Contact

Email   pablofa01@gmail.com
GitHub   https://github.com/PabloFernandezAl01
LinkedIn   LinkedIn profile
Portfolio   https://pablofernandezal01.github.io/

Extra information

- Full driving license.
- Bachelor's final project score: 9.5
- English C1 Advanced