



# Pablo Fernández

## GAME DEVELOPER

### Education

(2019–2023)

**UNIVERSIDAD COMPLUTENSE DE MADRID**

*Bachelor's Degree in Videogame Development*

### Skills

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

### Projects

Among the standout projects are:

- 2D Game Engine and Editor for Non-programmers. Developed for my Bachelor's final project, in which I was responsible for the engine, written in C++. Link to the repository: <https://github.com/ivasan07/ShyEngine>
- 2D Survival Shooter Scroller Video Game called 'DOME'. Link to the repository: <https://github.com/iquintasALT/DOME>
- 3D Engine and game developed using it. Link to the repositories:  
Engine: <https://github.com/Triturados/Motor>  
Game: <https://github.com/Triturados/Juego>

More information about my projects in my portfolio

Portfolio: <https://pablofernandezal01.github.io/>

### Profile

4th-year student in Videogame Development at UCM. My goal is the video game industry, but I can adapt and learn any technology.

- Type B driver's license.
- High school score: 8.1
- University entrance exam score: 11.1
- Bachelor's final project score: 9.5
- Currently working on obtaining a C1 English certificate
- Graduating soon (one pending subject)

Full-time availability, preferably remote until I finish my studies (January/February).

### Contact me



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<https://github.com/PabloFernandezAl01>



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