Pablo Fernández

GAME DEVELOPER

Profile

Graduated from 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

Contact me

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Education

(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

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/