



# PABLO GROSSI GARCÍA

VIDEOGAME DEVELOPER AND  
SOFTWARE ENGINEER



## PERSONAL PROFILE

- Programmer focused on object-oriented programming and machine learning, with knowledge of multiple programming languages such as Java, C#, C++, Python and JavaScript.
- Computer engineer specialized in programming, design and production of video games for different platforms and operating systems.
- Versed in the development of intelligent behaviors and programming of artificial intelligences.
- Experience in product development and programming for consoles.
- High level in the use of Unity.
- Level C1 in english and native spanish speaker.

## PROFESSIONAL ACHIEVEMENTS

- Currently working on Bornan Sports Technology as Software Programmer.
- Awarded at the FIMP in Gijón 2019 for the best video game by the audience(District Dance Battle).
- Experience in teamwork with people of multiple nationalities during an Erasmus stay in Norway.
- Scholarship at the Colegio Mayor Ximénez de Cisneros of the Complutense University of Madrid.
- Development of a multidisciplinary matchmaking system for videogames.
- Collaboration with the Ontology Engineering Group of the Polytechnic University of Madrid in the Drugs4Covid project.

## OTHER ACTIVITIES AND HOBBIES

- Black belt in Judo.
- On-going development of a Pokémon project (Pokémon Bizarre) that tries to simulate the classic structure of the franchise but giving it a personal touch.

## STUDIES

### Universidad Complutense de Madrid

*Degree in Video Game Development, 2021*

### Universidad politécnica de Madrid

*Master's degree in Artificial Intelligence, 2022*

### Colegio Santo Domingo de Guzmán, Oviedo

*High School Diploma, Class of 2017*

## CONTACT

Phone: 684 68 01 26

E-mail: [pablogarciagrossi@gmail.com](mailto:pablogarciagrossi@gmail.com)

Address: Calle Santa Susana, 1, 4ºD, Oviedo

## MY REFERENCES

**Github:** <https://github.com/PabloGarciaGrossi>

**Portfolio:** <https://pablogarciagrossi.github.io/portfolio/>